

Pokémon FireRed/LeafGreen FAQ/Walkthrough Final

by Deathborn 668

Updated on Dec 21, 2006

This walkthrough was originally written for Pokémon FireRed on the GBA, but the walkthrough is still applicable to the GBA version of the game.

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POKEMON FIRERED/LEAFGREEN VERSIONS

Written by Deathborn 668

~Test~

As a note to myself, this is 79 characters. If you can read this, your fine:
ABCDEFGHIJKLMNOPQRSTUVWXYZABCDEFGHIJKLMNOPQRSTUVWXYZAAAAAAAAAAAAAAAAAAAAAAAAAAAA
ABCDEFGHIJKLMNOPQRSTUVWXYZABCDEFGHIJKLMNOPQRSTUVWXYZAAAAAAAAAAAAAAAAAAAAAAAAAAAA
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~Introduction~

Hello there! I'm Deathborn 668 on the message boards, and this is my FAQ for Pokemone FireRed/LeafGreen, newer versions of the olden R/B/Y days. I'm writing this since I have nothing better to do. Hope you enjoy this Walkthrough.

Do's and Don'ts of my FAQ:

DO:

- Use this for refrence
- Print it out
- Give this to other people FOR NO CHARGE

DON'T:

- Plagirize with no credit
- Call this your won work
- Sell this for profit

ONLY the following sites are allowed to use my FAQ. Other sites need my permission first:

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-www.gamespot.com
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Also, if you want to ask me something, or have found something new I don't have in my walkthrough, e-mail me at someguy668 (at) yahoo (dot) com I will not answer questions that can be found with a simple Ctrl+F search, and even if you do have a legit fix for my guide I likely won't respond anyway. Take no offense to it--I simply like not responding to most e-mails, and I may never update the guide out of sheer laziness. One day I might, but I can never be sure.

Thanks.

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~I. General Info of the Game~

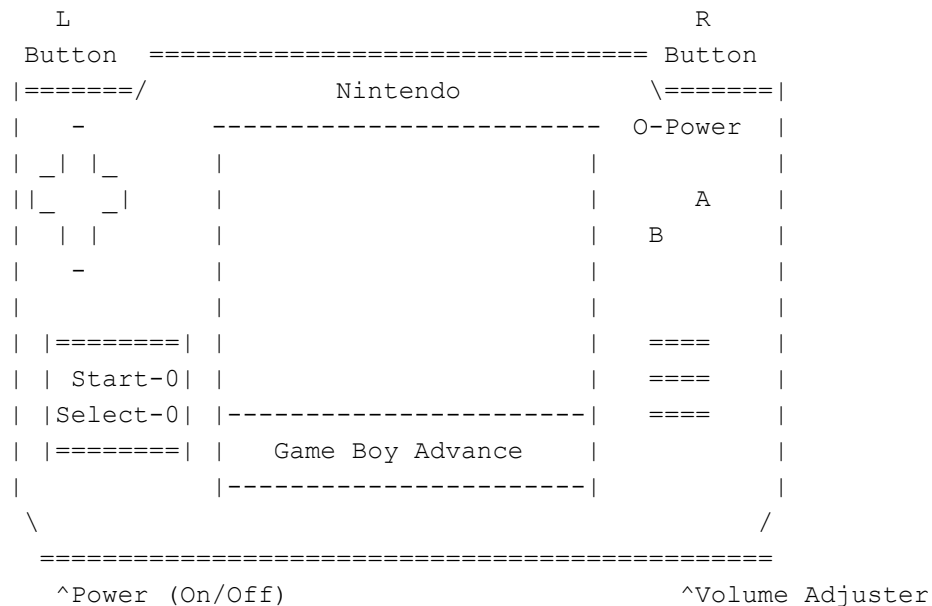
As excited as any new player to a game may be, you might just jump off and start the game. However, if your new to Pokemon its wise to read this section to better understand how the game works. Returning players should also look here to see the differences between both versions of the game.

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=====
I1.Controls
=====

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Pokemon FireRed/LeafGreen, being a Game Boy Advance game, has very simple controls as there are few buttons on the GBA.



>_> Crude drawing of a GBA. Anyways, here are the controls:

```

*****
| Button(s) | Actions |
|*****|*****|
|Up/Down/Left/Right| The D-Pad is most used during |
| (D-Pad) | the game. In the overworld it |
| | moves your character. In menus |
| | and in battle it moves the |
| | selection arrow. |
|*****|*****|
|A Button | The A button does all sorts of |
| | actions. On the overworld, you |
| | use it to interact with other |
| | people, inspect objects or |
| | signs, and for selection menus. |
| | In battle and elsewhere, it is |
| | also generally used to confirm |
| | selections within menus. You |
| | will be using it all of the |
| | time. |
|*****|*****|
|B button | This button is used more often |
| | out of battle than in it. On |
| | the overworld, once you obtain |
| | the Running Shoes merely hold B |
| | to dash. Its as simple as that. |
| | On menus and in battle, you can |
| | use B to cancel a selection and |
| | return to the previous menu. |
| | Hold B to prevent a Pokemon |
| | from evolving. |
|*****|*****|
|L and R buttons | These buttons can have several |
| | different effects depending on |

```

| what control style you have |
| the game set to. By default, |
| pushing either of these buttons |
| will bring up a help menu from |
| which you can learn various |
| things on the different |
| situation you may be stuck in. |
| On another setting, these |
| buttons have the same function |
| as the A button. |

*****|
|Select | The Select button is generally |
| a convenience button. Once you |
| have obtained Key Items, such |
| as a Bicycle or a fishing Rod, |
| you can select that item in the |
| Bag menu and register the item |
| to the Select button. Now, |
| whenever you push Select you |
| will use that item! Nice to |
| know. Alternatively, you can |
| use Select in the bag to |
| highlight an item, and place |
| it higher up in the bag for easier |
| future useage. |

*****|
|Start | ...and finally we have the |
| Start button. There isn't much |
| use for this button in the |
| game. You use it to get past |
| the title screen, and you use |
| it to bring up the Start Menu |
| on the overworld. That way you |
| can save and view your current |
| belongings. |

*****|

=====
I2.How Things Have Changed
=====

It has been 10 years since the glory days of Red/Blue/Yellow. And in that time, the Pokemon series has evolved greatly. Where there was once short and simple battle soundtracks and below average graphics, we have stunning overworld sights and long exciting music to listen to as we cruise around the world. Here are the things that have changed from R/B/Y into FR/LG. Note that for veteran players, some of these won't be new as they were introduced in G/S/C or R/S.

1. When you level up, you are shown how much each stat increased by (+1, +2, etc.) and then the stat totals.
2. Also when you level up you will briefly see blue lines rise above your active Pokemon.
3. On the menu screen that shows your party, you will see mini-sprites of your Pokemon next to their name. The hop up down when selected, faster when healthy and slower when weak.
4. Jr. Trainers oddly enough are non-existent. Male JT's have been changed to Youngsters and the like, Females now are generally Picknickers.
5. In battle, the text for PP starts out black, changes to Yellow when halfway depleted, orange-red when nearly gone and finally red once its all been used up.

6. Team Rocket members completely vanish once the areas they've been in have been eradicated by the player. This includes Mt. Moon where in the old games still had Rocket members even after you've beaten the game.
7. Berries are now in this game, but unlike R/S/E they are rare to find.
8. TM's and Berries don't have separate sections in the Bag anymore (what, run outta room?). There's now a Berry Pouch and a TM Case containing their respective items. Also, HM's are listed first (finally!).
9. You can freely maneuver around Boxes in the PC, instead of slowly switching between them like the old days.
10. After catching a Pokemon, you're notified what Box it was transferred to.
11. You now receive 600 steps in the Safari Zone instead of 500 (mostly due to it being slightly larger than before).
12. When you level up a Pokemon that isn't currently on the battlefield, its picture and its stats appear.
13. Many ground items have been moved around, including those inside several buildings.
14. The Power Plant is MUCH smaller than it was originally.
15. The location of Moltres has been moved. He now resides on Mt. Ember on Sevii Island 1 instead of Victory Road.
16. The Lapras received within Silph Co. after defeating Gary there starts at Level 25 instead of Level 15 (And thusly knows different attacks than originally before).
17. Name change: Gamblers are now called Gamers (...uh? Bad influence on kids I guess).
18. All trainers, with the exception of Rocket Grunts, have names now along with their profession (Picknicker, Cooltrainer, etc.)
19. Several Pokemon can now be caught with different Rods in different locations.
20. If you recall back in the day (I loved talking to everyone at different parts in the quest), you'd know the man in Cerulean City who had his Dig TM stolen said he didn't want it if it was in your pack. If used, he would ramble on about Team Rocket. That has now been changed to entirely different text.
21. When you continue your game, you will be shown your last 4 most recent major actions such as entering a city, defeating a trainer, etc.
22. All items, when highlighted, show their picture next to it.
23. When an item is used on a Pokemon you showed a short cutscene with some text commentating on what's happening.
24. When you white out (by having all of your Pokemon faint), you're told what happens as your Pokemon get revived.
25. Text for weather-based attacks are changed a little.
26. The TM/HM list isn't that of which it was from R/B/Y. It's now based on Ruby/Sapphire's list. And we still have Flash :(
27. As Pokemon get weaker, their cries will change a bit (the tone and initiation is a bit lower than when healthy).
28. Elevators actually take longer if you're going up a higher amount of floors (and the opposite happens as well).
29. Once you complete the Sevii Island quest, visit the Elite Four. They've massively boosted their Pokemon. Try beating them again!
30. The first question in the Cinnabar Gym Quiz has been changed due to other changes made within the game.
31. The last question of the aforementioned gym has been slightly altered for the same reasons.
32. The Pokemon Center in Indigo Plateau now plays Gym music (as does Loreli's room) instead of the outside of the area's music.
33. Unknown Dungeon has, unfortunately, been named Cerulean Cave, losing all credibility of creepiness.
34. Items can now be given to Pokemon stored in Boxes.
35. Once you revive the fossils at Cinnabar Island, you'll sadly see that they are Level 5, not Level 30!

36. When you capture a Pokemon with a type of ball (which look realistic finally), stars and a click will happen notifying it was caught.
37. Text is color coded based on gender. Blue for boys, Red for girls, and Black for anything information related.
38. Only Items can be placed within the PC.
39. Base Power and accuracy of some attacks have been changed a little.
40. There's and Exp. Bar showing how close you are to the next level.
41. Janine, the daughter of Koga who replaced him in G/S/C is above the Chansey exhibit in Fuchsia. She mentions about training Poison types and that Koga is her father. Interesting...(Found by CaptainFalcon123 on the message boards).

If you have found anything else changed between games, please e-mail me for credit in my guide. Thanks.

=====
 I3.Version-Exclusive and Eluding Pokemon
 =====

The Pokemon Company wouldn't be The Pokemon Company for over 10 years if it didn't do the one thing that it does best-milking out our money in the best way possible. And of course, this is it. Its a major goal to fill up the entire Pokedex, and mainly an impossible and expensive goal. Each game has several Pokemon that can't be obtained without outside help from another game. Here are the version-exclusive Pokemon:

=====
 |FireRed|
 =====

Arbok, Arcanine, Cloyster, Delibird, Ekans, Electabuzz, Elekid, Gloom, Golduck, Growlthe, Murkrow, Oddish, Psyduck, Quagsire, Qwilfish, Scizor, Scyther, Shellder, Skarmory, Vileplume, Wooper

=====
 |LeafGreen|
 =====

Azurill, Azumarill, Bellsprout, Magby, Magmar, Mantine, Marill, Misdreavus, Ninetales, Octillery, Pinsir, Remoraid, Slowbro, Slowking, Slowpoke, Sneasel, Starmie, Staryu, Weepinbell, Victreebel, Vulpix

Also of note, the starter you pick also determines which ledgendary Johto beast roams Kanto. Squittle gets Raikou, Charmander gets Suicune and Bulbasaur gets Entei. You need to trade the other 2 (or 3 if you faint or can't find the one in your game) to fill your Pokedex.

=====
 I4.Pokemon Abilities
 =====

Also beginning in Ruby/Sapphire were the addition of Abilities given to every last Pokemon. Every Pokemon can have one or two of 76 abilities (Or 78 if you count 2 currently unobtainable abilities found through cheat devices) but can only have one stuck on it. It will NEVER change unless evolution forces it to. Once you start understanding them its not that confusing. It adds a new element to battle that you must realize before making your action in a battle. Here are the abilities:

 Air Lock All weather effects, such as Rain, Hail, Sandstorm, Sunny Day *
 ***** among others are cancelled out. This means that Solarbeam *
 * still takes 2 turns to charge, Thunder can miss in rain, and boost in *
 * power is negated as well as other abilities that are dependant on the *

* weather (Swift Swim doesn't work, etc.). *

* *

* Learned By:Rayquaza *

Arena Trap The opposing Pokemon cannot flee from the battle or switch *

***** out unless they either possess the ability Levitate or are *

* part flying type. Otherwise, the only way to switch is by the use of *

* the attack Baton Pass, being fainted, killing the Pokemon with this *

* ability, of having the opposing Pokemon be switched out (either *

* manually or forced by attacks such as whirlwind). *

* *

* Learned By:Diglett, Dugtrio, Trapinch *

Battle Armor No matter what the condition setting is, it is impossible *

***** for the opposing Pokemon to score a critical hit on a *

* Pokemon with this ability. This holds true even if conditions state *

* there is over a 100% chance of getting a Critical Hit (Through the use *

* of items and high Critical Hit attacks such as Slash). *

* *

* Learned By:Anorith, Armaldo, Kabuto, Kabutops *

Blaze When a Pokemon with this ability has 1/3 or less of its HP *

***** remaining, this Pokemon will recieve 150% power boost in attack *

* that are Fire-types. Same Type Attack Boost and other multipliers still *

* take place in addition with the 150% boost. *

* *

* Learned By:Charmander, Charmeleon, Charizard, Cyndaquil, Quilava, *

* Typhlosion, Torchic, Combusken, Blaziken *

Cacophony Any type of sound move (See the section the lists these *

***** types of moves) won't work against the Pokemon with this *

* ability. All other effects the attack may have had will also be *

* negated with this ability. *

* *

* Learned By:Nobody (This ability can only be found with cheat devices. *

* It works exactly like the ability Soundproof. Either they changed it *

* and kept this encrypted or will be used in the future in Diamond/Pearl.*

* It is unknown as of now). *

Chlorophyll When the attack Sunny Day, or any type of strong sunlight, *

***** is activated in battle then this ability will activate. *

* For every turn that passes with strong sunlight, the speed of any *

* Pokemon with this ability in battle will increase. This, however, *

* doesn't mean it goes up 1 level. So you can still use Speed increasing *

* moves 6 times. *

* *

* Learned By:Oddish, Gloom, Vileplume, Bellossom, Exeggcute, Exeggtuor, *

* Hoppip, Skiploom, Jumpluff, Sunkern, Sunflora, Tropius, Seedot, *

* Nuzleaf, Shiftry, Bellsprout, Weepinbell, Victreebel, Tangela *

Clear Body This ability complete makes the effects of any attack that *
***** lowers stats useless. This also includes any abilities that *
* lowers stats, such as Intimidate. Attacks that have a chance of *
* lowering stats are at 0% (Its impossible for Psychic to lower Special *
* Defense for example). *
* *
* Learned By:Beldum, Metang, Metagross, Tentacool, Tentacruel, Regirock, *
* Registeel, Regice *

Cloud Nine This ability functions exactly like Air Lock. All weather *
***** effects are completely cancelled out. Even with Sunny Day, *
* there is no Fire-type attack boost, Thunder doesn't have lower *
* accuracy, and Solarbeam still takes 2 turns to charge up. This also *
* applies to all other weather effects. *
* *
* Learned By:Psyduck, Golduck *

Color Change When the Pokemon with this ability is hit with an attack, *
***** its current Type is changed to the type it was hit by. *
* (A Normal type hit by Flamethrower would now be Fire type for the rest *
* of the battle). *
* *
* Learned By:Kecleon *

Compoundeyes The Accuracy rate of all attacks, under any type of *
***** circumstance, is raised by 130%. This ability remains the *
* the same even when accuracy lowering attacks are used. 130% is added *
* AFTER the accuracy decrease/increase is put into effect. *
* *
* Learned By:Butterfree, Nincada, Yanma, Venonat, Venomoth *

Cute Charm When the Pokemon with this ability is hit with a contact *
***** move (See the future section "Specific Contact Moves" for *
* more information), and the Pokemon is the opposite gender of the foe, *
* then there is a 30% chance that the opposing Pokemon will get *
* infatuated. This is the same effect that the attack Attract will give. *
* Pokemon under this condition have a 50% chance of attacking. *
* *
* Learned By:Cleffa, Clefairy, Clefable, Skitty, Delcatty, Igglybuff, *
* Jigglypuff, Wigglytuff *

Damp It is impossible for the Pokemon with this ability, or the *
***** opposing Pokemon, to use Self-Destruct or Explosion. *
* *
* Learned By:Wooper, Quadsire, Poliwhag, Poliwhirl, Poliwrath, Politoed, *
* Psyduck, Golduck *

Drizzle When a Pokemon with this ability is sent into battle, it *
***** instantly begins to rain as if Rain Dance was just used. Unlike*
* that attack, Drizzle's effect will last the entire battle unless *
* another weather attack such as Sunny Day, Hail, etc. or a Pokemon with *
* the ability Drought or Sand Stream is brought into battle. All effects *
* of Rain Dance apply here. *
* *
* Learned By:Kyogre *

Drought When a Pokemon with this ability is sent into battle, it will *
***** make the sun shine hard as if Sunny Day was just used. Unlike *
* that attack, Drought's effect will last the entire battle unless *
* another weather attack such as Rain Dance, Hail, etc. or a Pokemon with*
* the ability Drizzle or and Stream is brought into battle. All effects *
* of Sunny Day apply here. *
* *
* Learned By:Groudon *

Early Bird When a Pokemon with this ability is under the status effect *
***** Sleep, the Pokemon will wake up faster than it normally *
* would. Sleep time is reduced 50%, rounded up to the nearest whole *
* number. Sleep can last anywhere from 1-3 turns this way, instead of 2-5*
* turns. *
* *
* Learned By:Seedot, Nuzleaf, Shiftry, Doduo, Dodrio, Girafarig, Houndour,*
* Houndoom, Kangaskhan, Natu, Xatu, Ledyba, Ledian *

Effect Spore When a Pokemon attacks a Pokemon with this ability with *
***** a contact attack (See the future "Specific Contact Moves" *
* section for more information), then there is a 30% chance that the *
* Pokemon who attacked will be inflicted with Sleep, Poison, or Paralysis*
* until later healed. All effects of these Status Effects remain the same*
* as in any other battle condition. *
* *
* Learned By:Paras, Parasect, Shroomish, Breloom *

Flame Body When a Pokemon with this ability is hit by a contact attack *
***** (See the future "Specific Contact Moves" section for more *
* information), there is a 30% chance that the attacking Pokemon will be *
* inflicted with the Burn condition. All effects Burn causes still apply.*
* Also, out of battle if a Pokemon with this ability is in your party, *
* then Egg hatching time takes half as long. *
* *
* Learned By:Magby, Magmar, Slugma, Magcargo, *

Flash Fire When a Fire-type attack is used on this Pokemon, instead of *
***** getting damaged this ability will activate. Flash Fire *
* makes all Fire-type attacks deal 150% damage than normal. Other *
* multipliers, including that of Same Type Attack Bonus and Weaknesses *

* still apply. *

* *

* Learned By:Vulpix, Ninetales, Houndour, Houndoom, Growlithe, Arcanine, *

* Ponyta, Rapidash, Flareon *

Forecast The type of the Pokemon with this ability changes depending on*

***** the current weather condition. No weather = Normal, Hail = *

* Ice, Rain Dance = Water, Sunny Day = Fire. The weather pattern *

* Sandstorm does NOT change the type of the Pokemon and WILL hurt it. *

* *

* Learned By:Castform *

Guts If the Pokemon with this ability is inflicted with any type of *

***** Status Effect other than Freeze or Sleep, than the Pokemon's *

* Attack stat rises by 150%. This effect goes away if Status Effect *

* dissappears. Attack raising moves can still be used up to 6 levels. *

* *

* Learned By:Machop, Machoke, Machamp, Rattata, Raticate, Taillow, *

* Swellow, Makuhita, Hariyama, Ursaring, Heracross, Ursaring *

Huge Power The Attack stat is doubled in battle. Should this ability *

***** come under the spell Skill Swap, then attack will return to *

* normal. Attack raising moves will still work up to the default 6 levels*

* and such applies backwards for lowering stats. *

* *

* Learned By:Azurill, Marill, Azumarill *

Hustle A simple Pro/Con ability. Pokemon with this ability have all *

***** damage given multiplied by 150%. However in return, Accuracy of *

* all moves is mutiplied by 80%. Generally this can lead to powerful yet *

* miss and die type situations. *

* *

* Learned By:Remoraidd, Corsola, Delibird, Togepi, Togetic *

Hyper Cutter The Attack stat of this Pokemon cannot be lowered under *

***** any means whether by moves from the foe or moves from the *

* user with Attack lowering side effects. The only exception is from the *

* move Haze which will reset the Attack to its original status, but not *

* "truely" lowering it. *

* *

* Learned By:Pinsir, Gligar, Corphish, Crawdaunt, Mawile, Trapinch, *

* Krabby, Kingler *

Illuminate If a Pokemon bearing this ability is in the lead position of*

***** your party, then the chances of finding wild Pokemon will *

* increase. The valid amount depends on your location and probability of *

* finding a Pokemon in that area. *

* *

* Learned By:Volbeat, Staryu, Starmie, Chinchou, Lantern *

Immunity It is impossible for a Pokemon with this ability to be *
***** Poisoned. *

*

* Learned By:Snorlax, Zangoose *

Inner Focus It is impossible, no matter what circumstance, for the *
***** Pokemon with this ability to flinch. This includes moves *
* that always cause flinching such as Fake Out. *

*

* Learned By:Abra, Kadabra, Alakazam, Girafarig, Snorunt, Glalie, Zubat, *

* Golbat, Crobat, Farfetch'd, Dragonite, Sneasel *

Insomnia It is impossible, no matter what circumstance, for the Pokemon*
***** with this ability to be Sleeping. This even includes the move *
* Rest and other Sleep-forcing moves. *

*

* Learned By:Hoothoot, Noctowl, Shuppet, Banette, Spinarak, Ariados, *

* Drowzee, Hypno, Murkrow *

Intimidate Any opposing Pokemon that faces a Pokemon that holds this *
***** ability will have their Attack stat dropped one level. *

* This stat change will not occur if the opposing Pokemon is holding the *
* item White Herb, or has the ability Clear Body, Hyper Cutter, or *
* White Smoke. *

*

* Learned by:Mightyena, Salamence, Mawile, Gyarados, Hitmontop, *

* Masquerain, Arcanine, Ekans, Arbok, Snubbull, Granbull, Stantler, *

* Tauros *

Keen Eye It is impossible, no matter what the circumstance, for the *
***** Pokemon with this ability to have its Accuracy be lowered. *

* However, it is possible to raise the accuracy of this Pokemon with *
* the appropriate attacks that do so. *

*

* Learned By:Sentret, Furret, Spearow, Ferrow, Hoothoot, Noctowl, *

* Skarmory, Wingull, Pelliper, Farfetch'd, Sneasel, Sableye, Pidgey, *

* Pidgeotto, Pidgeot, Hitmonchan *

Levitate All Ground-type attacks will fail to hit a Pokemon with this *
***** ability. Levitate acts as a substitute Flying type on a *

* Pokemon, however they do not share a weakness with Flying types unless *
* the Type of Pokemon says so. (A Latios with Levitate will not get *
* Super Effective hits if a foe uses Thunder for example). *

*

* Learned By:Latios, Latias, Duskull, Unown, Gastly, Haunter, Gengar, *

* Misdreavus, Vibrava, Flygon, Koffing, Weezing, Chimecho, Lunatone, *

* Solrock, Baltoy, Claydol *

Lightningrod In a 2-on-2 battle, any Electric-type attack will be forced to target the Pokemon with this ability, even if the trainer chose otherwise. It doesn't matter if the attack would hit just that one Pokemon or both-the entire attack is forced to this Pokemon (obviously only useful with Ground-types).

*

* Learned By:Rhydon, Rhyhorn, Cubone, Marowak, Electrike, Manectric *

Limber It is impossible, no matter what the circumstance, for a Pokemon with this ability to be Paralyzed.

*

* Learned By:Persian, Ditto, Hitmonlee *

Liquid Ooze Whenever HP is absorbed from the Pokemon with this ability (through attacks such as Absorb, Giga Drain, etc.), the attacking Pokemon loses the HP that it would have gained from the attack. The Pokemon with this ability is still harmed from the attack however.

*

* Learned By:Tentacool, Tentacruel, Gulpin, Swalot *

Magma Armor It is impossible, no matter what the circumstance, for a Pokemon with this ability to be Frozen. Also, out of battle having this Pokemon in your party reduces hatching time of Eggs in half.

*

* Learned By:Slugma, Magcargo, Camerupt *

Magnet Pull When a Pokemon with this ability is in battle, and the opposing Pokemon is of the Steel type, then they cannot switch out until the Pokemon with Magnet Pull is defeated or said Pokemon switches out.

*

* Learned By:Magnemite, Magneton, Nosepass *

Marvel Scale When the Pokemon with this ability is inflicted with any type of Status Effect that disables it, then the Pokemon's Defense stat is multiplied by 150% until said Status Effect is cured.

*

* Learned By:Milotic *

Minus If a Pokemon with the Plus ability is also present when the Pokemon with the Minus ability is in a 2-on-2 battle, then both

* Pokemon receive a 150% multiplied increase in their Special Attack *
* stats respectively. *

* Learned By:Minun *

Natural Cure When the Pokemon with this ability is switched back into *
***** your party (for another Pokemon to be placed on the *
* battlefield), all Special Conditions such as Burn, Sleep, etc. are *
* instantly cured. *

* Learned By:Celebi, Chansey, Blissey, Swablu, Altaria, Roselia, Staryu, *
* Starmie, Corsola *

Oblivious It is impossible, no matter what circumstance, for this *
***** Pokemon to be under the Special Condition "Infatuated" at *
* any time in the battle (from the attack Attract). *

* Learned By:Slowpoke, Slowbro, Slowking, Smoochum, Jynx, Barboach, *
* Whiscash, Numel, Lickitung, Wailmer, Wailord, Illumise, Swinub, *
* Piloswine *

Overgrow When a Pokemon that has this ability has its current HP at *
***** 1/3 or less its maximum amount, then all Grass-type moves *
* get a bonus 150% multiplier added to their respective attacks. This *
* ability can still be combined with Special Attack raising moves, STAB, *
* and other multipliers as well. *

* Learned By:Bulbasaur, Ivysaur, Venusaur, Chikorita, Bayleef, Meganium, *
* Treeko, Groovyle, Sceptile *

Own Tempo It is impossible for Pokemon with this ability to be *
***** Confused. This also includes attacks that confuse the user *
* (such as Thrash and Outrage). The user cannot confuse themselves with *
* those attacks. *

* Learned By:Spinda, Slowpoke, Slowbro, Slowking, Spink, Grumpig, *
* Smeargle, Lickitung *

Pickup After a wild Pokemon battle in the overworld, a Pokemon with *
***** this ability may be holding an item. The higher level the *
* Pokemon with this ability is, the better and rarer items you may be *
* able to obtain. *

* Learned By:Zigzagoon, Linoone, Meowth, Phanpy, Aipom, Teddiursa *

Plus When a Pokemon with the Minus ability is also present in battle *
***** in a 2-on-2 fight, then both Pokemon will receive a 150% power *
* boost to their Special Attack stat for the remainder of the battle *

* unless one faints or switches out. *

* *

* Learned by:Plusle *

Poison Point When any type of contact move (See the future section *

***** "Specific Contact Moves" for more information) is used *

* on this Pokemon, then there is a 30% chance that the attacker will *

* get Poisoned. This effect will not happen if the attacking Pokemon *

* already has a status effect, or has the ability Immune, or an item *

* that prevents poisoning. *

* *

* Learned By:Seadra, Qwilfish, Roselia, Nidoran(M), Nidoran(F), *

* Nidorino, Nidorina, Nidoking, Nidoqueen *

Pressure When any kind of move is used on this Pokemon (or even the *

***** enemy Pokemon itself such as Swords Dance), then the user *

* is pressured into wasting 2 PP instead of 1. Stat-reduction Abilities *

* and items don't prevent this from occurring. *

* *

* Learned By:Suicune, Raikou, Entei, Moltres, Articuno, Zapdos, Mewtwo, *

* Dusclops, Absol, Lugia, Ho-oh, Deoxys, Aerodactyl *

Pure Power This ability is similar to Huge Power. The attack stat is *

***** doubled in battle. Should this ability get Skill Swapped, *

* Attack power returns to normal. Attack stat can still be upped or *

* lowered 6 levels. *

* *

* Learned By:Meditite, Medicham *

Rain Dish If any type of rain is falling, whether it be from Rain *

***** Dance of the ability Drizzle, then the Pokemon with this *

* ability will recover 1/16ths of its HP every passing turn until rain *

* has either subsided or is cancelled out by another weather move. *

* *

* Learned By:Lotad, Lombre, Ludicolo *

Rock Head Regardless of what attacks this Pokemon makes, it will *

***** NEVER suffer recoil damage (Submission, Take Down, etc.). *

* The only exception to this ability is Struggle (When all PP has been *

* exhausted). Struggle will make the user of this ability take recoil *

* damage. *

* *

* Learned By:Aerodactyl, Onix, Steelix, Sudowoodo, Cubone, Marowak, *

* Geodude, Graveler, Golem, Aron, Lairon, Aggron, Rhyhorn, Rhydon, *

* Relicanth, Bagon, Shelgon *

Rough Skin Whenever a Pokemon with this ability is hit by a contact *

***** attack (See the future section "Specific Contact Attacks" *

* for more information), then the Pokemon who attacked will lose 1/16th *
* of their maximum HP. *

* Learned By:Carvanha, Sharpedo *

Run Away Out of battle effect of this ability is that this Pokemon is *
***** always able to run away from a fight, regardless of level, *
* ability of the other Pokemon or what item their holding. In a normal *
* battle, this Pokemon can switch out even if the other Pokemon's ability*
* stats otherwise/used Mean Look or Spider Web/has an item preventing *
* switch outs. *

* Learned By:Rattata, Raticate, Ponyta, Rapidash, Doduo, Dodrio, *
* Sentret, Furret, Eevee, Snubbull, Poochyena, Aipom, Dunsparce *

Sand Stream When this Pokemon is brought into battle, it instantly *
***** begins to make a sandstorm. Unlike the attack Sandstorm, *
* this weather effect will last the entire battle unless another weather *
* attack such as Rain Dance, Hail, etc. or a Pokemon with the Drizzle *
* or Drought ability is brought into play. *

* Learned By:Tyranitar *

Sand Veil Any Pokemon with this ability has increased evasion in a *
***** sandstorm. However, evasion can still be lowered 6 levels. *
* Also, attacks lowering evasion don't effect this ability. Pokemon that *
* aren't Rock, Ground, or Steel types with this ability are immune to *
* sandstorm damage. *

* Learned By:Sandshrew, Sandslash, Diglett, Dugtrio, Cacnea, Cacturne, *
* Gligar *

Serene Grace Any type of attack that has a possiblity of a special *
***** effect, a Pokemon with this ability doubles the percentage*
* of that effect occuring (A Serene Grace Pokemon uses Ice Beam. It has *
* a 20% chance of freezing instead of just 10%). *

* Learned By:Jirachi, Dunsparce, Togepi, Togetic, Chansey, Blissey *

Shadow Tag Its impossible for the opposing Pokemon to switch out. *
***** However, they CAN use Baton Pass to switch. *

* Learned by:Wynaut, Wobbuffet *

Shed Skin After all Pokemon have finished attack, there is a 33.3% *
***** chance that a Pokemon with this ability will lose any *
* Status Effect that has been inflicted upon it (Poison, Burn, Sleep, *
* etc.). *

```

*
* Learned By:Ekans, Arbok, Metapod, Kakuna, Dratini, Dragonair, Pupitar,
* Seviper, Cascoon, Silcoon
*****

*****
*Shell Armor* It is impossible, even with abilities and items that there
***** is a 100%+ chance, for a Pokemon with this ability to
* recieve a Critical Hit.
*
* Learned By:Lapras, Shellder, Cloyster, Corphish, Crawdaunt, Krabby,
* Kingler, Clamperl, Omanyte, Omastar
*****

*****
*Shield Dust* All attacks that are used against this Pokemon that have
***** a percentage chance of a bonus effect are set to 0% (A
* Pokemon uses Ice Beam against a Pokemon with this ability. It will
* NEVER freeze them as its at 10%).
*
* Learned By:Wurmple, Dustox, Weedle, Venomoth, Caterpie
*****

*****
*Soundproof* Any attack that are sound based will not work against a
***** Pokemon with this ability. (See the future section
* "Soundproof Attacks" for more information)
*
* Learned By:Whismur, Loudred, Exploud, Voltorb, Electrode, Mr. Mime
*****

*****
*Speed Boost* After all Pokemon have taken their moves, a Pokemon with
***** this ability will have their speed rise.
*
* Learned By:Yanma, Ninjask
*****

*****
*Static* When a Pokemon uses a contact move (See the future section
***** "Specific Contact Moves" for more information) on a Pokemon
* with this ability, then there is a 30% chance of the attacking
* Pokemon becoming Paralyzed. Pokemon with the ability Lumber are
* immune to this effect.
*
* Learned By:Pichu, Pikachu, Raichu, Voltorb, Electrode, Elekid,
* Electabuzz, Electrike, Manectric, Mareep, Flaaffy, Ampharos
*****

*****
*Stench* When this Pokemon is in the lead position in your party, then
***** you are less likely to fight wild Pokemon.
*
* Learned By:Grimer, Muk
*****

*****
*Sticky Hold* It is impossible, regardless of any attack the opposing
***** Pokemon uses, for a Pokemon with this ability to have its
* held item knocked off or stolen.

```

```

*
* Learned By:Grimer, Muk, Gulpin, Swalot
*****

*****
*Sturdy* It is impossible for this Pokemon to get hurt by a One-Hit-KO
***** move (Horn Drill, Fissure, etc.).
*
* Learned by:Sudowoodo, Aron, Lairon, Aggron, Skarmory, Donphan,
* Nosepass, Shuckle, Geodude, Graveler, Golem, Onix, Steelix, Pineco,
* Forretress, Magnemite, Magneton
*****

*****
*Suction Cups* Any attack that forces switch (Roar/Whirlwind) fail
***** against a Pokemon with this ability.
*
* Learned By:Octillery, Lileep, Cradily
*****

*****
*Swarm* When the maximum HP of a Pokemon with this ability is under
***** 1/3rds its highest amount, then all Bug type moves will deal
* 150% more damage than normal. This ability adds on to other multipliers*
* that can occur.
*
* Learned by:Heracross, Scythere, Scizor, Spinarak, Ariados, Beedrill,
* Ledyba, Ledian, Volbeat, Beautifly
*****

*****
*Swift Swim* When rainy weather is in play (either from the attack Rain
***** Dance or the ability Drizzle), then any Pokemon that has
* this ability will have their speed rise after the turn ends. However,
* Speed can still be increased up to 6 times.
*
* Learned By:Kabuto, Kabutops, Goldeen, Seaking, Magikarp, Luvdisc,
* Feebas, Horsea, Kingdra, Omanyte, Omastar, Clamperl, Gorebyss,
* Huntail, Lotad, Lombre, Ludicolo, Surskit, Relicanth, Qwilfish,
* Mantine
*****

*****
*Synchronize* When a Pokemon with this ability is either Burned,
***** Poisoned, or Paralyzed, then the opposing Pokemon is also
* given the same Status Effect. Naturally, Fire-types can't be burned and*
* Poison-types can't be poisoned.
*
* Learned By:Ralts, Kirlia, Gardevoir, Abra, Kadabra, Alakazam, Espeon,
* Umbreon, Mew, Natu, Xatu
*****

*****
*Thick Fat* All Fire and Ice-types moves only deal 50% of the damage
***** they would have normally inflicted on a Pokemon that has
* this ability.
*
* Learned By:Makuhita, Hariyama, Azurill, Marill, Azumarill, Seel,
* Dewgong, Spheal, Sealeo, Walrein, Spoink, Grumpig, Snorlax, Miltank
*****

```

Torrent When the current HP of a Pokemon with this ability is less *
***** than 1/3rds of their maximum amount, then this Pokemon gets a *
* 150% power boost in all Water-type attacks. This multiplier can still *
* be stacked with other bonuses. *
* *
* Learned By:Squirtle, Wartortle, Blastoise, Totodile, Croconaw, *
* Feraligatr, Mudkip, Marshtomp, Swampert *

Trace The Pokemon with this ability copies the ability of the opposing *
***** Pokemon until either recalled or fainted. Once this Pokemon has *
* done either or those, its ability resets back to Trace. *
* *
* Learned By:Porygon, Porygon2, Ralts, Kirlia, Gardevoir *

Truant This Pokemon cannot attack every other turn. *
***** *
* *
* Learned By:Slakoth, Slaking *

Vital Spirit It is impossible for this Pokemon to fall asleep whether *
***** by items or attacks. This Pokemon can't put itself to *
* sleep by Rest either. *
* *
* Learned By:Vigoroth, Mankey, Primeape, Delibird *

Volt Absorb When an Electric-type attack is used against a Pokemon *
***** with this ability, the Pokemon is healed 1/4ths its *
* maximum HP instead of losing any. *
* *
* Learned By:Jolteon, Chinchou, Lantern *

Water Absorb When a Water-type attack is used against a Pokemon with *
***** this ability, the Pokemon is healed 1/4ths its maximum *
* HP instead of losing any. *
* *
* Learned By:Poliwag, Poliwhirl, Poliwrath, Politoed, Mantine, Lapras, *
* Wooper, Quadsire, Vaporeon *

Water Veil It is impossible for this Pokemon to be Burned. *
***** *
* *
* Learned By:Wailmer, Wailord, Goldeen, Seaking *

White Smoke All abilities and attacks that raise or lower stats (Such *

```

***** as Intimidate or Leer) dont' work when used against a *
* Pokemon with this ability. *
* * *
* Learned By:Torkoal *
*****

*****
*Wonder Guard* This Pokemon is completely invincible to all attacks *
***** except Super Effective hits. Attacks like Spikes, *
* Sandstorm, and the like will still hit this Pokemon. *
* * *
* Learned By:Shedinja *
*****

*****
*-----* This Pokemon possesses no ability at all. *
***** *
* * *
* Learned By:Nobody. Like Cacophony, it can only be obtained with a *
* cheat device. Perhaps to be used in Diamond/Pearl... *
*****

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=====
I5.Specific Contact Moves
=====

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Believe it or not, there IS a difference between connecting with the Pokemon (basically just hitting them with an attack) and actual contact moves. Such moves I call Specific Contact Moves. There's nothing too special about them in battle. The only thing is is that several abilities have actions that occur when a contact move is used against them. Here are those abilities that have an effect:

```

*****
* Cute Charm * Effect Spore * Flame Body *
*****
* Poison Point * Rough Skin * Static* *
*****

```

Knowing this, there are a large number of moves the contact the opposing Pokemon. Here are all the contact moves:

Full List of Contact moves

```

*****
*Aerial Ace *Dizzy Punch *Headbutt *Needle Arm *Skull Bash *
*Ancientpower*Double Kick *Hi Jump Kick*Outrage *Sky Uppercut*
*Arm Thrust *Double-Edge *Horn Attack *Overheat *Slam *
*Astonish *Doubleslap *Horn Drill *Peck *Slash *
*Bide *Dragon Claw *Ice Ball *Petal Dance *Smellingsalt*
*Bind *Drill Peck *Ice Punch *Poison Fang *Spark *
*Bite *Dynamicpunch*Iron Tail *Poison Tail *Steel Wing *
*Blaze Kick *Endeavor *Jump Kick *Pound *Stomp *
*Body Slam *Extremespeed*Karate Chop *Pursuit *Strength *
*Bounce *Facade *Knock Off *Quick Attack*Submission *
*Clamp *False Swipe *Leaf Blade *Rage *Superpower *
*Constrict *Fire Punch *Leech Life *Rapid Spin *Tackle *
*Counter *Flail *Lick *Return *Take Down *
*Crabhammer *Fly *Low Kick *Revenge *Thief *
*Cross Chop *Focus Punch *Mach Punch *Reversal *Thrash *
*Crunch *Frustration *Megahorn *Rock Smash *Thunderpunch*
*Crush Claw *Fury Attack *Mega Kick *Rollout *Tickle *

```

*Cut *Fury Cutter *Mega Punch *Scratch *Vice Grip *
*Dig *Fury Swipes *Metal Claw *Seismic Toss*Vital Throw *
*Dive *Guillotine *Meteor Mash *Shadow Punch*Waterfall *
***** Wing Attack * Wrap *****

=====
I6.Soundproof Attacks
=====

Incase you missed it in an earlier section, there is an ability called Soundproof and several Pokemon are able to learn it. You may be confused on what "negates all sound attacks" means. Specifically, all attacks that involve sound don't affect this Pokemon at all (and likewise it won't take any damage from them either). Also, there is the ability Cacophony. Only found through cheat devices, it works EXACTLY like Soundproof. Why it was never included in the game is anyone's guess. Either it was renamed and never taken out of the main game or will be used in Diamond/Pearl. Anyways, these are all the sound-based attacks:

*Grasswhistle*Growl*Heal Bell*Howl*Hyper Voice*Metal Sound*
*Perish Song *Roar * Screech *Sing* Snore * Uproar *
***** Uproar *****

=====
I7.Status Effects
=====

One of the most annoying but strategic aspects of Pokemon are the lethal Status Effects. These effects are attack related-only attacks from the enemy (and a few specific attacks in general) give you one of the following status effects. All of them hinder you one way or another. Some are awful, others you can survive for a while with. Here they are:

PAR-Paralysis. Its a status effect mostly caused from Electric-type attacks, but can be given by several other (remotely though). Sadly, under this effect your guarenteed to go second as your speed is made 1/4ths of what it usually is. Also, you have a 25% chance of not attacking on your turn from being fully paralyzed. Like all status effects, a Pokemon Center will cure it, as well as a Cheri Berry, Lum Berry, Full Heal and Paralyze Heal.

SLP-Sleep. Not so much an evil status effect as opposed to an annoying one. Simply put, your put to sleep and can't do anything for 2-5 turns (unless your Pokemon is taken to a PokemonCenter, or is given a Chesto Berry, hears the Poke Flute, Full Heal, or an Awakening. The attack Rest puts the user to sleep. Pokemon with the Early Bird ability wake up in half the time it usually takes. Several abilities prevent Sleep as well.

PSN-Poisoned. After every turn, your Pokemon will lose 1/6th of its maximum HP. However, there is one attack that is much different than normal poisoning. That attack is Toxic. It badly poisons the target. At first they only lose 1/16th HP, then 2/16th, 4/16, 8/16, and finally after 5 turns they are dead unless taken to a Pokemon Center, Pecha/Lum Berry, Full Heal, Full Restore, or an Antidote. Also out of battle, for every 4 steps you walk all poisoned Pokemon take 1 HP damage. Careful.

BRN-Burn. The attack Will-o-Wisp is commonly found on Fire-type Pokemon to create this status effect instantly. Burn cuts your Attack in half. That's a huge amount and ensures your foe you won't be killing them soon. In addition, you take 1/8ths maximum HP damage every turn. Its like an evil poison attack. Lum/Rawst Berry, Full Heal, Burn Heal, or a Pokemon Center will cure this.

FRZ-Frozen. Your Pokemon is exactly like the Sleep condition, but this status effect is VERY rarely seen, as its quite uber. Your Pokemon can't do anything just like sleep, but it doesn't last 2-5 turns. It can last anywhere from 1 turn to an infinite amount of turns. Randomness. If the attacker uses Flamethrower or Fire Blast on the frozen Pokemon, they are defrosted. If the frozen Pokemon uses Flame Wheel or Sacred Fire they will be defrosted. Lum Berry, Ice Heal, Full Heal, Full Restore, and Pokemon Centers cure this status effect.

FNT-Fainted. Your Pokemon has lost all of its HP and is completely unable to battle under any circumstance. Although not technically a status effect, FNT does appear on your party's screen so I'll count it here. The only ways of making your Pokemon able to fight again is use any type of Revive item, or visit a Pokemon Center. If your Pokemon had a status effect before being fainted (Sleep for instance), then the Pokemon is cured once revived.

=====
I8.Status Conditions
=====

Special Conditions are pure evil as most veterans of the series would easily vouch for. They are similar to Status Effects in a way; they mess up the target Pokemon so they perform less than to expectations. But Status Conditions screw around a Pokemon so much it can become unbearable to the affected one. Unlike them, however, they aren't permanent. Some wear off after a few turns and all of them go away after the battle (and sometimes the attacking Pokemon) faints/ends. Some you can just switch Pokemon and their cured. Alternatively, you can use these against your foes for an advantage. Also, they stack. Unlike Status Effects, you can have multiple Status Conditions on a Pokemon at once to totally hinder it from attacking!

Confused-This condition is the most common as there are many attacks that easily cause Confusion. With this, your Pokemon can't tell up from down and will have a 50% chance of either attacking like normal or attacking itself. Should your Pokemon attack itself, the damage done is based on the attack stat. Attacks such as Supersonic, Confuse Ray, Swagger, and Flatter all cause confusion. Attacks such as Psybeam, Psychic, Confusion, among others also CAN cause confusion, but generally at the low 10% chance. This special condition will wear off if switched or after for waiting several turns to pass.

Flinched-This is an extremely simple status condition to understand, but a very annoying (and completely random) one within battle. Flinched is where your Pokemon flinches and fear from an attack (still taking damage) and loses its turn. Obviously, only the Pokemon that goes first can make a flinch. The second attacking Pokemon can't make the other flinch. The King's Rock item sometimes makes enemies flinch no matter what attack you use. The attacks Fake Out, Headbutt, Sky Attack, Rock Slide, Needle Arm, Astonish, Extrasensory, and Bite all have a chance of making an opposing Pokemon flinch as well.

Disabled-The last move that the opposing Pokemon made will now be disabled after using the attack Disable. Under disabled status, the Pokemon cannot use the move that was disabled for several turns until it is allowed back in the battle. Only one move at a time can ever be disabled, and it fails if the other Pokemon hasn't made a move yet.

Attracted-When the move Attract is used against the other Pokemon, it becomes infatuated (>_>; madly in love) with the other Pokemon. this effect can only be obtained if the target Pokemon is the opposite gender as the user. Same

gander and genderless Pokemon can't be attracted. While infatuated, you have a 50% chance of attacking the one you love, or sitting their drooling like a lovesick fool. With such a high percentage of failure, its best to switch out and forget it every happened.

Encored-When the attack Encore is used against a Pokemon, it is forced to repeat the move it last did for 2-6 turns unless switched out. This attack is useless if the enemy Pokemon hasn't made an attack yet or is holding the Focus Band (The attack still "works" but is futile as Focus Band forces the wearer to repeat the same attack anyways).

Trapped-It is impossible for the Pokemon to escape battle or be switched out. This happens if you use the attacks Mean Look or Spider Web. Alternatively, you can have the abilities Arena Trap or Shadow Tag. A Metal-type is forced to stay in battle against someone with the ability Magnet Pull, or use attacks Bind, Fire Spin, Wrap, Whirlpool, Sand Tomb, or Ingrain. However, those attacks lose their trapped effect after several turns. Mean Look and Spider Web last the battle unless the user faints or KO's the one who was Looked/Webbed.

Note: Arena trap will NOT work against a Pokemon with the ability Levitate or Run Away abilities, or those who are part Flying-type.

Cursed-When you use the attack Curse, the target is put under a spell that drains 1/4th of their maximum HP after every turn. However, the user sacrifices 50% of their maximum HP. Yes, you can commit suicide with this attack. Few Ghost-types learn this move.

Tormented-Pokemon who have been tormented are not allowed to use the same attack twice in a row. They are forced to always use something different. Use the attack Torment to get this effect on a foe.

Taunted-The move Taunt enrages the foe to such a high degree that they are forced to use attacks that do direct damage to the foe (Not attacks like Calm Mind, etc.). This status condition lasts for several turns.

Imprisoned-The imprisoned Pokemon cannot use any moves that the user of the attack knows. So if an Absol knew Imprison, Surf, Flash and Strength, and a Lapras knew Psychic, Surf, Strength, and Flash and Absol used Imprison, then Lapras would be forced to use only Psychic as that's the only attack Absol doesn't share with Lapras.

Note: If both Pokemon know the SAME EXACT movesets, what happens? If you know please e-mail me.

Seeded-A Pokemon that has used Leech Seed will have seeded their target. After every turn, 1/16ths of the foes maximum HP is sucked away and is used to restore you (not necessary the user if fainted). Lasts until the seeded Pokemon switches out.

=====
I9.Type Attack Chart
=====

There are a total of 17 different types currently in the Pokemon games (and its been confirmed that Diamond/Pearl will not add any more to that). However, some types easily outbeat other types while some barely nick others. Use the type chart here to determine what attacks are (not) effective against other types.

* Key: *
* Nrm=Normal *


```

* Fre=Fire *
* Wtr=Water *
* Ele=Electric *
* Grs=Grass *
* Ice=Ice *
* Fig= Fighting *
* Poi=Poison *
* Gro=Ground *
* Fly=Flying *
* Psy=Psychic *
* Bug=Bug *
* Roc=Rock *
* Gho=Ghost *
* Dra=Dragon *
* Drk=Dark *
* Stl=Steel *
* *
* *On Chart* *
* +=Super Effec- *
* tive *
* *
* -Not very Eff. *
* *
* Empty=Normally *
* Effective *
* *
* = Means can't *
* effect at all *
*****

```

```

*****
* DEFENDING POKEMON TYPE *
* |N|F|W|E|G|I|F|P|G|F|P|B|R|G|D|D|S| *
* |r|r|t|l|r|c|i|o|r|l|s|u|o|h|r|r|t| *
* |m|e|r|e|s|e|g|i|o|y|y|g|c|o|a|k|l| *
*****
Y *Nrm| | | | | | | | | | | -|=| | | -| *
O *****
U *Fre| -|-| |++| | | | | |+-| -| | +| *
R *****
*Wtr| |+-| -| | | | +| | | | +| -| | | *
A *=====*****
T *Ele| | |+-|-| | | | =|+| | | | -| | | *
T *=====*****
A *Grs| -|+| -| | | -|+|-| -|+| -| | -| *
C *=====*****
K *Ice| -|-| |+-|-| | |++| | | | | +| -| *
*****
*Fig|+| | | | | +| -| -|-|-|+|=| |++| *
T *****
Y *Poi| | | | | +| | | -|-| | | | -|-| | | =| *
P *****
E *Gro| | +| |+-|-| | | +| | =| -|+| | | | +| *
*****
*Fly| | | | -|+| | +| | | | | +|-| | | | -| *
*****
*Psy| | | | | | | +|+| | | -| | | | | =|-| *
*****
*Bug| -| | | | +| -|-| -|+| | | -| | +|-| *
*****

```

```

*Roc| |+| | | |+|-| |-+| |+| | | | -|*
*****
*Gho|=| | | | | | | | |+| | |+| |-|-|*
*****
*Dra| | | | | | | | | | | | |+| |-|*
*****
*Drk| | | | | | -| | | |+| | |+| |-|-|*
*****
*Stl| |-|-|-| |+| | | | | |+| | | -|*
*****

```

=====
I10.Nature Lists
=====

Also with the third generation of Pokemon we got something new. Natures. They are specific natures that all Pokemon have. However, they don't seem to do anything unless you read about it here. All natures affect your stats with the exception of a few. They raise a stat 110% and lower one to 90% of its potential. Here's the list of them:

```

*****
* Nature * 110% Stat * 90% Stat*
*****
*Adament * Attack * Sp. Def *
*Bashful * No Change *No Change*
*Bold * Defense * Attack *
*Brave * Attack * Speed *
*Calm * Sp. Def * Attack *
*Careful * Sp. Def *Sp. Attk *
*Docile * No Change *No Change*
*Gentle * Sp. Def * Defense *
*Hardy * No Change *No Change*
*Hasty * Speed * Defense *
*Impish * Defense * Attack *
*Jolly * Speed *Sp. Attk *
*Lax * Defense * Sp. Def *
*Lonely * Attack * Defense *
*Mild * Sp. Attk * Defense *
*Modest * Sp. Attk * Attack *
*Naive * Speed * Sp. Def *
*Naughty * Attack * Sp. Def *
*Quiet * Sp. Attk * Speed *
*Quirky * No Change *No Change*
*Rash * Sp. Attk * Sp. Def *
*Relaxed * Defense * Speed *
*Sassy * Sp. Def * Speed *
*Serious * No Change *No Change*
*Timid * Speed * Attack *
*****

```

=====
I11.Frequently Asked Questions
=====

I've roamed the boards for a while now and there are a lot of questions that people ask over and over and OVER again. Real annoying.

Q:"Which starter is the best to choose from?"

A:All three have very different stats and evolutionary forms. For the easiest time through the game, your best off choosing Bulbasaur. He can easily rip

through the first two gyms with one of his early attacks easily. He also evolves the fastest reaching Venusaur at Level 32. Squirtle and Charmander both reach the final stages at Level 36, but Squirtle can easily beat the first gym but snags at the second. Charmander can't do jack at both of the beginning 2 gyms. His stats also tend to be quite low (Charmander's that is). So overall, for an easy game choose Bubsaur, Squirtle for a badass find evolution and kinda easy through the game, or Charmander for a small challenge.

Q:"Why don't people just do Alt+130 for ,???"

A:Simple. I use the word Pokemon a helluva lot during this Walkthrough. If I added up 5 seconds for every time I use Pokemon in this guide, it'd most likely add up to at least an hour. An hour of my life just for a line over an e? Pokemon looks the same as Pok,mon...

Q:"Is this game exactly like Red/Blue?"

A:Not exactly. Some things as a matter of fact HAVE been changed around. The Mew Glitch is gone (A Gamer has been moved), also the MissingNo trick does not work sadly. Pokemon locations in a few areas have been switched around, and all trainers except for Rocket Grunts have first names now (Instead of just "Cooltrainer" its now "Cooltrainer Steve" and the like). See earlier sections for more info.

Q:"I want 128 Master Balls! Now!!!1!"

A:I already said it, so I'll say it again:MissingNo has been prevented in this game. You can get into a battle with him with the help of cheat devices, but it'll screw up your game instead of giving you craploads of items. And with cheat devices you can just GIVE yourself the items anyways. No point in him anymore.

Q:"I got a password for the Rocket Warehouse on Sevii Island 5...but where's the other one?"

A:"So many people are stumped on this one. Skip island 5! Head to island 6 and eventually to island 7 where you'll find the Sapphire stone your looking for. You'll find the second password deep in island 7."

Q:"Which version is better: FireRed or LeafGreen?"

A:It all depends on what you want. I choose FireRed but LeafGreen got better version-exclusive Pokemon :(So I recommend LeafGreen. But either way their roughly the exact same game.

Q:"I choose <_Version Here_>. Which Pokemon am I missing out on?"

A:There's a section near the top of this guide that shows all of the version exclusive Pokemon.

Q:"I have awesome Pokemon from G/S/C/R/B/Y! But when I linked to them all I got was an error! How do I connect to them?"

A:Short story:You can't.

Long story:Due to massive differences between second generation and third generation Pokemon, its impossible to trade with them. Reasoning behind it is due to the battle mechanics totally switched around. IV's and EV's are now much different than what 2nd generation used. Because these values don't match up at all, trading is impossible. However, many Johto Pokemon

can be found in Pokemon Colosseum and XD Gale of Darkness, both of which connect to the third generation. Jirachi can be found on the Colosseum Bonus Preorder Disc (You can probably get it off of Ebay) and Celebi off of the same disc, but the Japanese version. Yes, a full Pokedex is STILL IMPOSSIBLE TO STUPID OBTAIN. We will never be able to fill it up, unless you *wink wink* cheat.

Q:"Is fishing in this game like the old days or the newer, crappier method Ruby/Sapphire uses?"

A:Why people don't just try it is beyond me.... Anyways, it is like the old days. Throw it in the water and if there's a bite you'll battle. No pushing A at all :)

Q:"I can't find this game anywhere! Where's the ROM???"

A:ROM's are bad. Very bad. Try harder looking for the game.

Q:"When I send my Pokemon out there are stars that appear around it. Why?"

A:Lucky bastard. You've found yourself a shiny Pokemon. These rare gems are...well, rare. With every wild Pokemon fight you get in, your enemy has a 1/8192 chance of being shiny (in other words, differently colored). Catch them. You may never see another one again.

Q:"The woman in the Pokemon Center told me I had Pokerus. The hell is that?"

A:Get ready for a long explanation... Okay. Pokerus is one of the most (if not THE most) useful way to train your Pokemon in the entire game. Pokerus is shown as PKRS on the summary screen of your Pokemon in the spot a Special Condition would normally take. But its useage is far more awesome than what you could believe. The amount of EV's you gain from a battle are doubled! So you basically halve the amount of time it takes to EV train a Pokemon fully. Slap on the Macho Brace (which doubles EV's gained) and it takes 1/4ths the usual amount of time to EV train, cutting it to 20-30 minutes only! Think of how many Pokemon you can make awesome in such a short amount of time!

Sadly, however, there is a major catch to Pokerus. The virus will only last 48 hours and then it will dissappear form an infected Pokemon forever. Once the virus has left, that Pokemon is marked with a black dot next to its level in the summary screen showing its immunity to Pokerus. To keep Pokemon infected, place them in the PC. Once in the PC they will never be cured. Also once taken out again, the 48 hour timer is reset. Logically, you could have Pokerus forever! That's amazing. But you really should, too. Its rarer than shinies. I can't remember the exact value but after defeating a wild Pokemon all of your Pokemon have a 1/15125 chance of being infected. Since all 6 share this value, its really 6/15125 shot of getting it.

Then we have actually infected others in your party with Pokerus. Its actually simpler than you think. All you need to do is keep a Pokemon with Pokerus on your team, and others you want infected in your party as well and just wait a few minutes. After some battles they'll be infected. Enjoy your newfound training!

Q:"My Pokemon isn't holding an Everstone and I didn't push B. Why'd it stop evolving?"

A:The Pokemon your trying to evolve has a friendship based evolution. Attempting to evolve it would send the PokeDex into another dimension and

shatter the space-time continuum. If you don't want that occurring, you have to beat the Elite 4 and grab the National Dex from Prof. Oak. He won't hand it over like until your PokeDex contains at least 60 Pokemon.

Q:"I need to buy healing items but I have no money! Help!"

A:Battle trainers to start. Use the VS. Seeker to find some more battles against those trainers that hand out wads of cash. Cycling Road works well pre-Elite 4 and post Elite 4 you should try near Resort Gorgeous. If you can get battles there with high ranked trainer, you'll make huge sums of cash from the trainers. If you have your fighting Pokemon hold the Amulet Coin which doubles the money won, you can have \$500000 in about 20-40 minutes depending on how strong your Pokemon are. The Amulet Coin is given to you by one of Prof. Oak's aides. He can be found in the upstairs observation room in the gatehouse that connects Celadon City and Cycling Road. You need at least 40 Pokemon in your PokeDex to claim it.

Q:"I beat the Elite 4 and now I can't challenge them again. WTF???"

A:Lorelei is missing from the Elite 4. She's off on Sevii Island 4 in the far back of Icefall Cave. She's defending some Pokemon from Team Rocket. Destroy the Grunt, then finish the remainder of the Sevii Island quest. Once you have re-established links to Hoenn, you can rechallenge the Elite 4.

Q:"Sevii Islands 4, 5, 6, and 7? How? I can only visit 3!"

A:After obtaining the National Dex, head back to Celio on Island 1. He will happily reward your accomplishments by upgrading your Island Pass to a Rainbow Pass, allowing you to visit these islands.

Q:"I have a Water Bottle but I can't get into Saffron City!"

A:Yeah, they changed it around. Why is beyond me >_> Head into Celedon Mansion and on the first floor is an old lady who'll hand you Tea. Give that to them guards :)

Q:Lugia? Ho-oh? Where are them?

A:You need the Mysteryticket only obtainable through Nintendo's rip off wonderspots. I'd just get Pokemon Colosseum and XD to get those 2. Cheaper than a plane ticket to Nintendo World. Or, just use a cheat device. Same result either way.

~II.Beginnings of Your Journey and the First Badge~

Mission Objectives

- Begin your game and watch Prof. Oak ramble on about Pokemon
- Understand the beginning aspects of the game
- Meet Prof. Oak outside and choose a starter Pokemon
- Battle with your rival
- Grab the PokeDex
- Head through Viridian Forest
- Battle for your first badge

Finally, we are able to start Pokemon FireRed/LeafGreen. Turn on your Game Boy Advance/DS and watch the beginning cutscene. Looks crappier than

what it was originally. Bad thing that they changed it, huh? Press Start as instructed on the title screen to officially begin your game. Once you do so, you will be shown a screen with a diagram of a GBA and telling you the controls to the game. Despite that, I already told you earlier so in this guide. Afterwards, you will meet Professor Oak who will introduce himself and talk about Pokemon and how their important creatures in our life. Now, time to choose your character.

Oak will first ask if you will be playing as a male or a female trainer. The only thing different about them is their sprites, otherwise they are the same and is just for sexuality preferences. After selecting your gender you will be asked what your name is. People will call you by this name, but it really doesn't change the game at all (again). Put in your name or something stupid if you desire. Finally you will be shown your rival who you've "been competing with since children". ... Right. You will be asked to name him (Life should work this way). Name him Ass or Dorkhead or whatever you prefer. I'll call him Gary during this guide since that's his most common name when you ask people and he's in the show (which sucks anyway).

The remainder of his speech isn't anything worth noting.

Before we start, let me say that this is obviously an RPG. Talking to everything, while not required, is useful to gather knowledge about the surrounding areas or important future events in your quest or finding out where the hell your supposed to go. Later in your quest you will receive an item that link to information you have talked to already, hence why I'm stating to do so now.

Now, for my personal tutorial on what to do when starting the game. Press Start to bring up a menu of options. The first option is Bag which lets you view the contents of your bag currently. Right now we have nothing but it will fill up pretty quick with tons of items on your journey.

Below that option in the menu you will find your name. This option takes you to a picture of your Trainer's Card, showing your name, ID number (used in several places on your journey), how many Poke Dollars you currently have, and what badges you have obtained. Press A to flip to the back side. Its blank for now, but events will put things there later on.

After that in the menu is Save. Pretty self-explanatory and you'll use it a lot! Choose this to save the game at any time or point on your quest. You can pick up where you left off later.

Below that option in the menu is the appropriately named Options tab. This will take you to a screen where you can choose several options for your game settings. Here they are:

Text Speed-This is how fast text appears on the screen. If your a slow reader, keep it on slow. If you want all the text there right away put the marker on fast. Medium speed text is the default.

Battle Scene-This option shows whether or not you wish to see battle animations and attacks in battle. Set it to on or off. On is the default selection here.

Battle Style-When you faint one of your opponents Pokemon, if this is on you will be told who they are about to send out next and if you want to switch or not. When set to Switch this will occur. On Set you'll skip right to the new Pokemon coming out. Switch is the default.

Sound-You can manually choose whether you want to hear sounds sepretely and better quality through 2 speakers or through one speaker. Or if your using headphones then you can switch this option to headphones which is useless when not actually wearing them. Stereo (2 speakers) is the default setting here.

Button Mode-This setting has you select what you want the L and R buttons to do. By default, pressing them brings up the Help screen for information on your current situation. You can make them function as Left and Right in the game or make L act as the A button (A button still works too though).

Frame-There is a border surrounding text in the game. Choose this to switch between 10 different borders. Border 1 is the default in the game.

The final option in the menu is Cancel which exits out of it. Pushing B works too.

Time to start exploring! You will begin the game in your room if you couldn't tell. Walk over to the PC in the corner of your room and press A to switch it on. You can do this in any Pokemon Center in the future, but it contains more options (but you can activate a link to the PC at your room from Pokemon Centers, so its all cool). Right now, choose to withdraw items and withdraw the lone Potion you find in your PC. It will go to your bag. You can use this to recover 20 HP from any weakened but not fainted Pokemon. Since we have none right now, may as well save it for later. Head downstairs and out of your house. FYI, the carpet is the door. Walk down from it to leave (that stumped people in R/B/Y....).

=====
III.Pallet Town:Where the Shades of your Journey Await!
=====

Now that were outside, inspect the sign in the middle of the town to find the tagline above. Were just getting started on our journey. Head north of Pallet Town and into the green grass. After a few steps, Professor Oak will arrive on the scene and stop you. He will comment that its to dangerous to walk outside alone (Were pretty old here you stupid duff). He will then walk you to his laboratory which is the large building near your house that you may have seen. Inside you will find your rival Gary waiting impatiently for his Pokemon. Since he's so greedy, you get to choose first. In order from left to right...

Bulbasaur (Lv. 5) ---> Ivysaur (Lv.16) -----> Venusaur (Lv. 32)
Charmander (Lv. 5) --> Charmeleon (Lv. 16) --> Charizard (Lv. 36)
Squirtle (Lv. 5) ----> Wartortle (Lv. 16) ---> Blastoise (Lv. 36)

Bulbasaur, Charmander, and Squirtle. Which one will YOU choose? Personally, I prefer Squirtle as Blastoise looks badass in battle. I'll use Squirtle in this guide but other starters can easily be used. Just sub in their name. Choose your starter and then Gary will snag one of the remaining starters. Save here. Try to leave and Gary will battle you!

=====
II2.Gary Battle #1
=====

My Pokemon:

* Pokemon * Level *

*Squirtle * 5 *

Gary's Pokemon:

```
Choose your starter*****
----->*      Bulbasaur      *      Charmander      *      Squirtle      *
*****
* Charmander:Lv.5 *      Squirtle:Lv.5 *      Bubasaur:Lv.5 *
*      Exp:67      *      Exp:67      *      Exp:67      *
*****
*Money:$80      *
```

This is your first battle in the game. If you've never played Pokemon before, here's how it works. There are four options in battle. Fight, Pokemon, Bag, and Run. Fight shows you your Pokemon's current moves from which you choose one to attack the opposing Pokemon. Pokemon shows you your party and you can switch to other Pokemon there. Since this is your only one, its useless now. Bag is your items and you can use them on your Pokemon. Finally is Run where you can run away from a wild Pokemon battle, but not a trainer battle. You may fail at running from wild Pokemon sometimes.

Select Fight in this battle and attack Gary's Pokemon with your lone attacking move (either Tackle or Scratch). After vollying attacks back and forth you should eventually win. If you run low on HP then feel free to use the Potion we got from the PC. Don't hesitate to use items. Once you defeat the enemy Pokemon you will recieve some Experience Points and level up to Level 6. Your stats will raise a little.

After the defeat, Gary will moan and leave. Leave as well.

```
=====
II3.Leaving Pallet Town
=====
```

We have a Pokemon, we have some money, and we are totally ready to begin our Pokemon adventure. First off though, your mom in your house will heal your Pokemon when you talk to her. When you're all set, head north to Route 1. Get ready!

```
*****
* Route 1 Pokemon Listings *
*****
* Pidgey * Common *
* Rattata * Common *
*****
```

About halfway through the route you will notice a guy walking in the grass. He's not a trainer. Talk to him to recieve a free Potion either to make up for the one used earlier or to save for later use. Either way, its not a bad thing. Also, level up your starter to level 7 or 8 here. Its for the best in the future.

Keep heading north on the straightforward route until you reach Viridian City.

```
=====
II4.Viridian City-An Eternally Green Paradise
=====
```

Wow. As you enter the lush, green that is Viridian City you'll notice that it is much different than what Pallet Town was. Its a bustling city with people walking in various spots and many buildings. You'll notice a building with a red roof. That's the Pokemon Center and almost all towns have one. Enter it and talk to the nurse behind the counter for free healing if you

need it.

Also, there's a Pokemon Gym in the town. Gyms are where you try to challenge a Gym Leader for a fight and if you win you receive a badge. Unfortunately, the leader of this town isn't in his gym so were unable to challenge him. Pretty strange.

***** To the west of Viridian City is a short route
* Route 22 Pokemon Listings* with the following Pokemon on it. Sadly, you
***** don't have any form of Poke Balls with you so
* Pidgey * Common * the only thing you can do on this route is
* Mankey * Uncommon * raise your starter's level some more. Still,
* Spearow * Rare * level 7-8 is a good goal. More is better but
***** not completely necessary. At level 9 Charmander
learns Metal Claw, so it may prove useful to level him up that far to learn
that one attack. People who chose Bulbasaur or Squirtle at the beginning
should catch either a Spearow here or a Pidgey on Route 1 in a little while.
Spearow, though rare, starts with Gust which gets STAB since its part
Flying-type. Pidgey must be leveled up a few times to learn Gust. Either
one is a good future choice though. Charmander won't get beat up in
Viridian Forest alone though, so he's fine.

Once you've killed your fair share of Pokemon, return to Viridian City to heal up a bit. Don't go any further on Route 22 because all there is is the entrance to Victory Road. That's for the end of the game after having all 8 badges, something were not even CLOSE to being at right now so just forget about it.

If you want to leave the city and continue on, head north. But sadly, a moaning old fart will block your exit complaining he hasn't had his coffee yet. (You know, in the time he's complaining he could just MAKE himself coffee. WTF?) The only place left in the city is the building with a blue roof, a Poke Mart. Enter it. As soon as you do though, the clerk will see you as someone who came from Pallet Town. Psychics. He requests that you head back and deliver a special parcel to Professor Oak that just came in. Hurray for us.

Time to head back to Pallet Town. But instead of going through the grass like normal, see the brown ledges? You can jump from the north of them, but can't climb them from the south. Jump over them all for a shortcut back to Pallet Town, skipping all but the last patch of grass.

Once you hit Pallet Town, head into Professor Oak's lab and you'll find Gary there. Walk up and Oak will hand you both a....

=====
II5.The PokeDex
=====

Every single game we obtain a new version of the Pokedex and each time its settings and visuals of it are different. FireRed/LeakGreen are no different when it concerns the Pokedex. Here's how it works if you've been living in a hole for 11 years:

There are several modes to the Pokedex but the main one is Numerical. It shows every Pokemon you've seen or owned next to their assigned Pokedex number. There will be a Poke Ball next to any Pokemon that you own or have at one time owned.

Also, there are a bunch of area modes that show the locations of Pokemon such as grasslands, mountains, and what not. Generally you will find Pokemon

in these areas. Or, that's where you would "logically" find them. Don't believe all that is said.

Grassland-These Pokemon enjoy sunlight and spend most of their lives in the wilderness, generally on flat plains and where grass is abundant and many other wild Pokemon roam.

Forest-Pokemon in this category prefer to live in deep forests, sometimes making their lives in or on trees. They enjoy the expansiveness that forests have to offer.

Water-These Pokemon prefer flooded or semi-deep areas, but not the ocean. Can usually be found in anything that's not the ocean.

Ocean-Pokemon in this area enjoy living in the large, deep ocean freely swimming wherever they want to.

Cave-Pokemon here dwell in caves of underground caverns and hate the light the day has to offer.

Mountain-Pokemon here have made their lives up in the mountains where its quiet and free of many people and other Pokemon.

Rough-Terrain-These Pokemon live in assorted areas, however these areas aren't often traveled through by trainers.

Urban-Generally these Pokemon live in cities or with humans.

Rare-These select Pokemon are very special in their own way. However, not all of them are one-of-a-kind.

A-Z-This mode obviously places all of the Pokemon in alphabetical order for easy reference.

Type-Find all Pokemon that match a specific type or dual types of your choosing.

Smallest-Pokemon are assorted from the shortest heights to the largest heights.

Lightest-Pokemon are assorted from the least amount of weight to the most amount of weight.

After looking at that, Professor Oak will hand you 5 Poke Balls. Finally we can catch some Pokemon! Leave now.

Before we head back to Viridian, you may want to stop inside Gary's house. His sister will be there and she will happily hand you a Town Map, showing all of the locations in Kanto. Spiffy if your ever lost or need to find how to reach a certain city.

=====
II6.To Viridian and Beyond!
=====

Head back to Viridian City. Catch a Pidgey while your on your way there, unless you prefer to obtain a Spearow on Route 22 instead. Anyways, once you reach the town enter the Poke Mart.

***** There isn't much to offer in the Viridian
* Poke Mart Shopping List * Poke Mart at this point in the game. Stock up

***** on several Poke Balls preferably, a few Potions
Poke Ball.....\$200 and several Antidotes. Your likely to be
Potion.....\$300 Poisoned within Viridian Forest and having some
Antidote.....\$100 healing items while your there is never a bad
Paralyze Heal.....\$200 thing. You won't be paralyzed for a while yet
***** so you can ignore that item. Once your done
shopping, leave the Poke Mart.

Head left to Route 22, but before entering it head north. You'll find a
Potion at the end of this short path. Nifty. Head onto Route 22. After the
first patch of grass you will meet up with Gary again. He'll brag to you.
Battle time!

=====
II7.Gary Battle #2
=====

This battle is completely optional. I recommend it just for the extra
experience that's always useful. Gary's Pokemon are pretty strong but if
you leveled up like I said it should be simple.

My Pokemon:

* Pokemon * Level *

*Squirtle * 11 * Yes, I know I'm slightly overleveled. His Pokemon can
***** easily own you if your not around this level.
*Pidgey * 11 *

Gary's Pokemon:

Choose your starter*****
----->* Bulbasaur * Charmander * Squirtle *

* Charmander:Lv.9 * Squirtle:Lv.9 * Bubasaur:Lv.9 *
* Exp:123 * Exp:123 * Exp:123 *
* Pidgey:Lv.9 * Pidgey:Lv.9 * Pidgey:Lv.9 *
* Exp:105 * Exp:105 * Exp:105 *

*Money:\$144 *

Its your second Gary battle and things are a bit more difficult this time
around. He grabbed himself a Pidgey and got both of them up to level 9.
Pidgey knows Sand-Attack, and occasionally abuses it so much you won't be
able to even touch him. If you caught a Pidgey or Spearow switch out to
someone else to reset the lowered accuracy. If you can't attack, you can't
win. Duh. Good experience though ^_~

(This part on is the continued To Viridian and Beyond! section)

After the Gary battle, head back to Viridian and heal up at the Pokemon
Center. We won't see another for a little while so be prepared. Bring
Antidotes and some Potions for the road ahead. The old duff who was lying on
the ground earlier has gotten up and is happy to let you pass after having
is morning coffee and doughnut break. When you walk past him he will
apologize for his behavior and in return show you how to capture a Pokemon
(a little late now >_>). After the demonstration, he will hand you a
Teachy TV. This handy Key Item sats the Poke Dude and has a variety of
channels to help newbies to the game learn tactics and basic understanding
of how Pokemon works.

About capturing Pokemon: If you haven't done it already, here's how. In a wild Pokemon battle attack the Pokemon to lower its HP. The lower the HP the higher the capture rate. Inflict it with a status effect like sleep or paralysis. Then select a Poke Ball from the Bag menu and chuck it at the Pokemon. If your lucky, it will be caught and you can now use that Pokemon in battle for your own purposes. Later on, you can buy much better and expensive balls for easier capturing times.

Head north onto Route 2. Here is a lone patch of grass and what appears to be another path on the other side of the trees. You can't reach there yet however. No point in wasting time fighting Pokemon on the route. Head into the building. You'll find some random people, then enter Viridian Forest.

=====
II8. Viridian Forest
=====

Once you enter the forest you will see a picture of the forest itself from a cool, realistic view. This picture happens every time you walk into a major landmark (not just the first time).

```
***** Cool music I have to admit for your
* Viridian Forest Pokemon Listings * first major area. For starters, this
***** area contains your first seen Pokemon
* Caterpie * Common * trainers. You get more experience from
* Metapod * Uncommon (LG) * Pokemon battles than wild Pokemon.
* Metapod * Rare (FR) * Also, there's a ton of wild Pokemon on
* Weedle * Common * the loose in this area. I highly
* Kakuna * Rare (LG) * recommend catching a Caterpie. I don't
* Kakuna * Uncommon (FR) * because I don't really need to, but it
* Pikachu * Rare * makes this stage of the game much
***** easier. Evolve it to Butterfree (Only
at level 10! Very quick). Butterfree is part Psychic and can destroy a lot
of Pokemon pretty fast with Confusion. It also has the Compoundeyes ability
which heightens its accuracy. Lowering it doesn't do too much good for
opposing Pokemon. Catch one or not, catch SOMETHING to fill your Pokedex a
little bit.
```

Head left to find a Poke Ball on the ground and a trainer. He won't fight, but comments his friends are here and want to battle. Nice to know. Head back to the right to find a Potion, then head north to your very first trainer battle (Other than with Gary >_>)!

```
*****
*Bug Catcher Rick *
*****
*Weedle * Lv. 6 * Exp:66 *
*Caterpie * Lv. 6 * Exp:67 *
*****
*Money:$72 *
*****
```

His Weedle, along with most of them in the forest his Poison Sting in their moveset. They won't hesitate to use it and there is a chance it could poison you. Have antidotes ready to heal your Pokemon after battle. Head north after the last battle to find another trainer.

```
*****
*Bug Catcher Doug *
*****
*Weedle * Lv. 7 * Exp:78 *
```

*Weedle * Lv. 7 * Exp:78 *

*Kakuna * Lv. 7 * Exp:106 *

*Money:\$84 *

Another simple battle. Also a reason why I choose Pidgey. By now he's pretty strong and owning these Bug types. Charmander shouldn't be having a problem either. Squirtle and Bubasaur struggle a bit though. Anyways, kill his Pokemon (why he didn't make all his Weedle's evolve to Kakuna's is beyond me). After the battle if you continue the path north you will find an Antidote lying on the ground. If you didn't buy any then this will save your poisoned Pokemon. Since they have little HP at this point in the game, it really matters. Continue right to find another trainer.

*Bug Catcher Anthony *

*Caterpie * Lv. 7 * Exp:79 *

*Caterpie * Lv. 8 * Exp:90 *

*Money:\$96 *

This is actually easier than the last fight. They will probably use String Shot to ensure you move second, then Tackle you. Eh, like that'll kill you at all. Destroy and move on. Head right until you find another trainer in your path :)

*Bug Catcher Charlie *

*Metapod * Lv. 7 * Exp:108*

*Metapod * Lv. 7 * Exp:108*

*Caterpie * Lv. 7 * Exp:79 *

*Money:\$84 *

Still not getting much tougher. Caterpie isn't evolved for whatever reason. The Metapods may use Harden to drag out the battle, so attack fast and hard with whatever you got, preferably super effective attacks. Once you defeat Charlie, head forward until you reach a fork in the road. Head right until you reach a dead end, and a Potion. Head back to the fork and veer left. You will run into the last trainer here.

*Bug Catcher Anthony *

*Weedle * Lv. 9 * Exp:112*

*Money:\$108 *

He has only one Pokemon, but its a beefed up level 9 Weedle. It can hurt you pretty badly if you let it, so stick with Gust or Ember if you've got them. Otherwise, hope for the best and that Weedle doesn't poison you. It could seal your fate sadly.

After the final battle, press A on the spot he's standing next to for a hidden Potion, then continue north out of the Viridian Forest. Seeing daylight once more, leave Route 2 and enter Pewter City.

=====

II9.Pewter City:The Stone Grey City

=====

Finally we have hit Pewter City. This town is home to your first gym where you will try to compete for your first badge. How gleeful. Check out the shop first, though.

```

*****
* Poke Mart Shopping List *
*****
*Poke Ball.....$200*
*Potion.....$300*
*Antidote.....$100*
*Paralyze Heal.....$200*
*Burn Heal.....$250*
*Awakening.....$200*
*Escape Rope.....$550*
*Repel.....$100*
*****

```

The Pewter City shop has a heck of a lot more items than Viridian, which is pretty nice. However, most of these items are useless to you. Nothing can burn you at this point of the game, and nothing can paralyze you either. The Escape Rope is used to escape from dungeons or other underground areas instantly, teleporting to the entrance. Repel keeps Pokemon under your leader's level away in the wild for 100 steps so its useful when you need to reach a Pokemon Center and are stuck in a dungeon. Buy some more Poke Balls if you drained a lot of them which you may have by now. Also near the Poke Mart is a guy who will take you to the Pokemon Museum, all you can see for \$50. There's nothing TO see though so don't waste your time.

In the top-left corner of the city is a small patch of green grass. Stand in it right next to the fence and search the ground for a free, hidden Poke Ball. Spiffy.

You can try to leave the city through the only other way:the east exit. But some nerd will tell you that you need Brock's badge to pass through to Route 3, and then escort you very slowly to his gym. He won't leave until then, or until we shoot him. Let's do the less violent task:beating Brock.

=====
II10.Brock's Gym
=====

The gym seems quite...tiny when you enter it. Expecting more of a challenge right? Not in this gym at least. You'll find a mere one trainer to fare against.

```

*****
*Camper Liam *
*****
*Geodude * Lv. 10 * Exp:183*
*Sandshrew * Lv. 11 * Exp:219*
*****
*Money:$220 *
*****

```

If you are able to defeat Liam's team very easily with Water Gun/Vine Whip, then your easily capable of beating Brock even with a few scratches. Otherwise, heal and train up a few more levels.

My Pokemon:

```

*****
* Pokemon * Level *
*****
*Squirtle * 14 * I'm not getting much else for a while. I'm only
***** training useful Pokemon
*Pidgey * 14 *
*****

```

Brock's Pokemon:

```
*****
*Gym Leader Brock *
*****
*Geodude * Lv. 12 * Exp:220*
*Onix * Lv. 14 * Exp:324*
*****
*Money:$1400 *
*****
```

This is one very easy fight. Seriously. If you choose either Bubblesaur or Squirtle at the beginning of the game, then at level 12 or 13 they can easily destroy both of Brock's Pokemon in one hit with Vine Whip/Water Gun. However, if you managed to pick Charmander then things are probably a different story at this point. If you raised your Charmander to a high level then it should at least know Metal Claw which is also super effective against Brock's rock Pokemon. Pidgey is no good here, its owned by the attack Rock Tomb very quickly. This also spells disaster for Butterfree if some of you trainers decided to cop out and raise her. She can probably use Confusion and one hit kill them, Onix may take two. But once again Rock Tomb will make short work of your flyer. And even if she happens to survive, Rock Tomb lowers your speed so its unlikely that you will be able to get another hit in before going down for the count. Once you have crushed Brock for good, he will concede defeat and hand you the Boulderbadge. This raises the attack power of your Pokemon and lets you use *shudder* Flash outside of battle. Also, he gives you TM 39, Rock Tomb.

```
=====
IIII.The TM Case
=====
```

Brock will hand you the TM Case as well. This little device, found in the Key Items area of your inventory, holds all of the TM's (Technical Machine) and HM's (Hidden Machine) that you find on your journey. TM/HM's are now known to look like CD's. Slap them ontop of your Pokemon's head and they will learn the move the TM contains. TM's can only be used once, HM's can be used infinite times. Also, not every Pokemon can learn a specific move. Keep that in mind.

~III.Of Speed, Greed, Crime, and Second Badge Time~

```
*****
***Mission Objectives***
*****
```

- Obtain the Running Shoes
- Enter Mt. Moon
- Defeat Team Rocket within the mountain
- Enter Cerulean City
- Defeat Gary, again
- Rescue the Pokemaniac Bill
- Defeat Misty for the second Badge

You very well obtained your first badge! Now were a few steps close to challenging the Elite 4. That's good and all, but we still need 7 more badges. After the Gym battle, heal up at the Pokemon Center if necessary. Now its time to leave Pewter City for a while. Exit via the east exit where that nerdy dork has been replaced....

```
=====
IIII.Speedy Shoes
=====
```

...by one of Professor Oak's aides. He will congratulate you on earning your

first badge and present a present (lol) from Oak. Its a pair of Running Shoes! He will explain that to run you need to hold B. Simple as that. Now we can go much faster than our crappy walking speed. Sadly, you need to walk in houses still.

Head right to Route 3. To test if you passed Brock's Gym, you'll find a crapload of trainers.

```
*****
*Lass Janice                                     *
*****
*Pidgey      * Lv. 9 * Exp:105*
*Pidgey      * Lv. 9 * Exp:105*
*****
*Money:$144                                     *
```

Well, at least their levels are lower than in the Gym so if you had trouble in there then these should be a snap. If only we had Electric-types now. Continue on the path to the next trainer.

```
*****
*Bug Catcher Colton                             *
*****
*Caterpie    * Lv. 10 * Exp:112*
*Caterpie    * Lv. 10 * Exp:112*
*Weedle      * Lv. 10 * Exp:111*
*****
*Money:$120                                     *
```

Also very simple. Charmander and Pidgey have fun here, ripping apart these stupid Bug's. Continue on once finished.

```
*****
*Youngster Ben                                   *
*****
*Rattata     * Lv. 11 * Exp:133*
*Ekans       * Lv. 11 * Exp:145*
*****
*Money:$176                                     *
```

The levels are a bit higher, but we have a Poison type! If you raised a Mankey, use it in this battle for easy experience. Fight the next trainer you see afterwards.

```
*****
*Bug Catcher Greg                               *
*****
*Weedle      * Lv. 9 * Exp:99 *
*Kakuna       * Lv. 9 * Exp:136*
*Caterpie     * Lv. 9 * Exp:102*
*Metapod      * Lv. 9 * Exp:138*
*****
*Money:$108                                     *
```

A lot of Pokemon, which adds up to a lot more experience. Nothing new from the previous battles other than why he hasn't evolved some of his Pokemon. Jump down the ledge to fight Calvin next.

```
*****
*Youngster Calvin                               *
```

*Spearow * Lv. 14 * Exp:174*

*Money:\$224 *

A high leveled Spearow. It destroys Bulbasaur, so don't use him here obviously. Just attack it hard and fast. Not too tough. Afterwards, head around the path again to find Sally.

*Lass Sally *

*Rattata * Lv. 10 * Exp:121*

*Nidoran(F) * Lv. 10 * Exp:126*

*Money:\$160 *

Once again, nothing new here. After the battle, continue the path to find another trainer.

*Bug Catcher James *

*Caterpie * Lv. 11 * Exp:124*

*Metapod * Lv. 11 * Exp:169*

*Money:\$132 *

>_> He could have had 2 Butterfree's but decided on crappier Pokemon. Show him how bad he sucks. After the battle, some of your Pokemon may have low PP or HP. Return to the Pewter City Pokemon Center to rest up before you continue your trek on Route 3.

***** There are a ton of Pokemon to be found on
* Route 3 Pokemon Listings * Route 3, but a lot of them are rare. You may
***** find Jigglypuff put you to sleep very easily
* Pidgey * Common * should it use Sing, despite how inaccurate the
* Rattata * Common * attack is. Should that happen you will easily
* Spearow * Common * be hit several times before waking up. You
* Jigglypuff * Uncommon * could use some of those Awakening I said to
* Nidoran(M) *Uncommon (FR)* buy in Pewter City. Or, you can just wait until
* Nidoran(F) *Uncommon (LG)* you reach the nearby Pokemon Center. Your
* Nidoran(M) * Rare (LG) * choice. You can catch the Nidoran family in
* Nidoran(F) * Rare (FR) * this route too, but one of them is rare in
* Mankey * Rare * each version. Don't bother with Mankey since
***** you can find them a bit more commonly on Route
22, which you may have passed up the chance earlier. Nidoqueen and Nidoking
are easily great Pokemon at this time of the game if you can raise their
levels high enough.

*Lass Robin *

*Jigglypuff * Lv. 14 * Exp:228*

*Money:\$224 *

This is the last trainer on Route 3 thankfully. However, you should be warned that Jigglypuff has the Cute Charm ability and if you attack her with a contact attack then you will be Attracted to her should you be male.

Otherwise, go all out for the battle. She knows Sing and often uses it at the beginning of the match. Continue along the route, catching any Pokemon you want in the small patch of grass, until you reach a Pokemon Center. Don't head inside just yet. There are a set of three rocks to the left of the center. There is a hidden Persim Berry right behind the middle rock. Stand to the side of that space and push A to obtain it. Its your first berry of the game, and you will recieve a Berry Pouch which is where your berries are stored.

=====
III2.A Magikarp Investment?
=====

Head into the Pokemon Center, and in the corner you will find a man who's willing to sell a Magikarp for the low, low price of \$500! Should you choose to buy it, it comes at Level 5 bearing the attack Splash. Splash, like the goggles, does nothing. You'll need to put it in the front of your party, then switch out for it to gain any experience. It learns Tackle at Level 15 though. It evolves to the powerful Gyarados at level 20. Its your choice whether you want it or not. You get a Magikarp Stick in a little while anyways, but if you want a Gyarados now be my guest. I hate the Water/Flying type matchup anyways.

However, the entrance to Mt. Moon is just next door. Head inside!

=====
III3.Mt. Moon Terror
=====

* Mt. Moon Pokemon Listings*

* Zubat * Common *
* Geodude * Uncommon *
* Paras * Common *
* Clefairy * Rare *

You'll get an entrance picture once you enter Mt. Moon, and then fade into the actual cave. Its all lighted up for you. Walk a little forward and pick up TM 09-Bullet Seed. There is also a Paralyze Heal that is to the left of the entrance, but another trainer guards it. What say we destroy his chances of claiming it, okay?

*Bug Catcher Kent *

*Weedle * Lv. 11 * Exp:121*
*Kakuna * Lv. 11 * Exp:166*

*Money:\$132 *

Head back towards the entrance to the cave after getting the item and battle the trainer that stands near the wall.

*Lass Iris *

*Clefairy * Lv. 14 * Exp:204*

*Money:\$224 *

Be warned that like Jigglypuff, Clefairy has the Cute Charm ability too.

Stay away from contact attacks. After the battle simply continue along the path until you reach a ladder. Head down it. This small area is where you can find Paras just so you know. Go down the ladder at the end of the path to be ambushed by a Rocket Grunt.

```
*****
*Team Rocket Grunt          *
*****
*Sandshrew   * Lv. 11 * Exp:219*
*Rattata     * Lv. 11 * Exp:133*
*Zubat       * Lv. 11 * Exp:126*
*****
*Money:$352                *
*****
```

To the right of the Rocket Grunt after that battle you will find a rock. Check it for a hidden Star Piece. Star Piece is worth a good amount of money if you sell it in the Poke Marts. It has no use in battle. Head back up the two ladders to the main entrance floor. Head south of the ladder for a Potion on the ground and another trainer.

```
*****
*Super Nerd Joven          *
*****
*Magnemite   * Lv. 11 * Exp:219*
*Voltorb     * Lv. 11 * Exp:241*
*****
*Money:$264                *
*****
```

>_> If you haven't noticed, pretty much all trainers' Pokemon are at level 11. Wimps. They need to raise them better. After the battle head north and fight the next trainer that you encounter.

```
*****
*Bug Catcher Robby        *
*****
*Caterpie    * Lv. 10 * Exp:112*
*Caterpie    * Lv. 10 * Exp:112*
*Metapod     * Lv. 10 * Exp:153*
*****
*Money:$120                *
*****
```

Head along the right wall until you find a Rare Candy on the ground. Don't use it for a while. Head north some more and talk to the man near the rocks. Once done, head onward through the cave.

```
*****
*Lass Miriam              *
*****
*Oddish       * Lv. 11 * Exp:183*
*Bellsprout   * Lv. 11 * Exp:198*
*****
*Money:$176                *
*****
```

Keep heading to the left until you see another set of stairs. Head down them to find another Team Rocket Grunt.

```
*****
*Team Rocket Grunt          *
*****
*Zubat        * Lv. 11 * Exp:126*
```

*Ekans * Lv. 11 * Exp:114*

*Money:\$352 *

Not getting too much harder really. After your done whipping this Grunt, claim the TM 46-Theif on the small platform nearby. Also, there is an Ether in the rock to the right. Search it for the hidden item. Head back up the stairs. The path to the end of the cave isn't difficult, so just keep fighting more trainers.

*Youngster Josh *

*Rattata * Lv. 10 * Exp:121*

*Rattata * Lv. 10 * Exp:121*

*Zubat * Lv. 10 * Exp:115*

*Money:\$160 *

Not hard at all. Keep going after the battle.

*Hiker Marcos *

*Geodude * Lv. 10 * Exp:183*

*Geodude * Lv. 10 * Exp:183*

*Onix * Lv. 10 * Exp:231*

*Money:\$360 *

Its kinda like Brock's Gym all over again. Before heading downstairs after defeating this trainer, don't forget about the nearby Moon Stone. Its the first of only four in Kanto! Once you've gone downstairs, follow the easily seen path to find a Revive and another Rocket member.

*Team Rocket Grunt *

*Rattata * Lv. 13 * Exp:157*

*Sandshrew * Lv. 13 * Exp:258*

*Money:\$416 *

I was playing my old Red version as I wrote this walkthrough and found this same trainer has a haxxed in Level 16 Raticate on his team. It knew Hyper Fang. That attack simply owned the majority of my team. How annoying. Its good to see that they changed his Pokemon around a little. After the battle continue along the path and fight the last Rocket Grunt in Mt. Moon.

*Team Rocket Grunt *

*Rattata * Lv. 13 * Exp:157*

*Zubat * Lv. 13 * Exp:150*

*Money:\$416 *

After the battle, continue northbound a little bit more. Soon you will see a rock inbetween two walls. Look in it for a hidden Moon Stone, the second of four in Kanto. Just past the rock is a greedy nerd who happened upon 2

fossils of ancient Pokemon. However, he's not willing to share. Let's beat the kindness out of him.

```
*****
*Super Nerd Miguel *
*****
*Grimer * Lv. 12 * Exp:231*
*Voltorb * Lv. 12 * Exp:264*
*Koffing * Lv. 12 * Exp:292*
*****
*Money:$288 *
*****
```

Miguel, after his horrible defeat, will open up kindly and allow you to take one of the fossils for yourself while he will snatch the other. However, which fossil do YOU want?

```
=====
III4.Helix or Dome Fossil?
=====
```

Each of these fossils, later in the game, will be revived into a Pokemon. If you choose the Dome Fossil, then you can eventually make it become a Kabuto who evolves into a Kabutops. Should you choose the Helix Fossil, then you can later make it become Omanyte. It later evolves into Omastar. No matter which one you choose, both are Rock/Water giving them both some interesting movepools. Both evolutions have the Swift Swim ability, allowing them to increase speed in rainy weather.

```
=====
III5.The Cerulean "Point of No Return"
=====
```

Well, choose whichever fossil will turn into the Pokemon of your preference and Miguel will take the other one. Simple as that. Once that battle has been taken care of, finish Mt. Moon and collect the Antidote on your way out as you take the final ladder out of this area and breathe sunlight once more. Head right from the cave to find two blackbelt's facing eachother. They aren't trainers, but actually Move Tutors. They each will teach you a specific move ONCE. The man on the left will teach you Mega Punch, a powerful contact hit. The one on the right teaches Mega Kick, a very powerful, if not slightly inaccurate attack. Don't use either of them for now as wasting them on your crappy Pokemon is worthless. Keep heading right to find TM 05-Roar. Save it for later.

Step off the ledge below the TM and inspect the ground for a hidden Razz Berry. Its common in R/S so...meh. After this is "The Point of No Return" as many people from the Red/Blue boards call it. Basically, once you jump over this ledge you are stuck in this area of Kanto until a little later in the game. Without much other choice you kinda need to jump that ledge. Do it and be done with it.

```
*****
* Route 4 Pokemon Listings *
*****
* Rattata * Common * Ekans and Sandshrew are the only new Pokemon
* Spearow * Common * here, and they're version exclusive. Catch one
* Sandshrew *Uncommon (LG)* and move on.
* Ekans *Uncommon (FR)*
* Mankey * Rare *
*****
```

```
=====
```

III6.Cerulean City-A Mysterious, Blue Aura Surrounds It

=====

```

*****
* Poke Mart Shopping List *
*****
*Poke Ball.....$200*
*Super Potion.....$700*
*Potion.....$300*
*Antidote.....$100*
*Paralyze Heal.....$200*
*Burn Heal.....$250*
*Awakening.....$250*
*Escape Rope.....$550*
*Repel.....$350*
*****

```

There IS a new item this time around once you enter the Cerulean City Poke Mart. It is the Super Potion. Although slightly more expensive than a Potion, it heals 50 HP instead of just 20. Quite useful since by this time some of your Pokemon have near if not more than 50 HP. However, Repels have inflated an additional \$250 from the last time we saw them in Pewter City. Stupid Poke-inflation. You will be seeing much more of money-stealing plans these people have as prices rise throughout the entire game. Cool >_> Once you have finished your shopping, leave and enter the house northern of you, on the left. Some guy here will explain to you the benefits of each Badge is in and outside of battle. Talk to him if you wish, but head out the back door. There are several flowers in a W sort of shape. In the middle-bottom of this W you can find a hidden Rare Candy stuck on the ground. Get out off of this guy's property and head into the house next door. The guy in here will hand you a Berry Jar. He explains how to crush berries using the Berry Crusher, a wireless GBA function.

South of these areas is the famous Cerulean Bike Shop! All right! Let's get ourselves a bike. It only costs a mere \$1,000,000! Uh, where the hell are we supposed to get THAT kind of money? You can do a crapload of battles to raise that much money but it would take...a really long time to say the least. Even if you did, you'd end up with \$999,999 and only 1 buck short of the basket. Well, forget about the idea for now. Head to the Pokemon Center is you need to, then head north to find an old foe...

=====

III7.Gary Battle #3

=====

Yes, he's back for more.

My Pokemon:

* Pokemon * Level *

```

*Wartortle* 19 * Yes, I know I'm slightly overleveled. His Pokemon can
***** easily own you if your not around this level.

```

Pidgeotto 21 *

Gary's Pokemon:

Choose your starter*****

```

----->*      Bulbasaur      *      Charmander      *      Squirtle      *
*****
*Charmander:Lv.18 *Squirtle:Lv.18 *Bubasaur:Lv.18 *
*Exp:246          *Exp:246          *Exp:246          *
*Pidgeotto:Lv.17 *Pidgeotto:Lv.17 *Pidgeotto:Lv.17 *
*Exp:411          *Exp:411          *Exp:411          *
*Rattata:Lv.15   *Rattata:Lv.15   *Rattata:Lv.15   *
*Exp:183          *Exp:183          *Exp:183          *
*Abra:Lv.16      *Abra:Lv.16      *Abra:Lv.16      *
*Exp:249          *Exp:249          *Exp:249          *
*****
*Money:$288                                           *
```

This Gary battle can definately be difficult should your Pokemon be at really low levels at this time. My team beat him just fine though. If your getting owned badly, you can beat Misty's gym first. But, I find she's much more difficult than Gary so your better sticking to train on Route 4.

You may have fought Gary on Route 22 earlier in the game. Remember he has a Sand-Attack abusing Pidgey, right? He's evolved it into Pidegotto now. If you thought he abused Sand-Attack before, he will do it once again should he have the chance. Sometimes he doesn't though. I'm lucky enough to have had him use only Tackle on me. He caught a "smart" Abra as Gary calls it. However, all it can do is Teleport which is how it escapes wild battles. But this is a trainer battle and it does nothing! Free experience! Rattata is nothing since we saw plenty of Team Rocket members holding them. Sadly, Gary hasn't evolved his starter despite the fact he should have by now. Slap the shame out of him.

Gary will brag to you and then leave the screen, then come right back to you. He states he picked up a useless item and wants you to have it as a consolation prize for being one step behind him. Jerk. Its the Fame Checker. This device allows you to see information you've talked to or inspected about a famous person. You will fill up the spots that are empty eventually on your quest so don't worry about it for now.

Gary will leave Cerulean for go now. This leaves open the path to Nugget Bridge.

=====
III8.Nugget Bridge
=====

You've entered Nugget Bridge, or Route 24. Surprisingly, its not a bridge over anything. More like a boardwalk or something. Anyways, defeat 5 trainers to win a fabulous prize!

*Bug Catcher Cale *

*Caterpie * Lv. 10 * Exp:112*
*Weedle * Lv. 10 * Exp:111*
*Metapod * Lv. 10 * Exp:153*
*Kakuna * Lv. 10 * Exp:151*

*Money:\$120 *

There are five trainers on Nugget Bridge and they will consistantly become a bit harder as they go along. Gust or Ember, your pick for this battle. Move on to the next trainer....

*Lass Ali *

*Pidgey * Lv. 12 * Exp:141*
*Oddish * Lv. 12 * Exp:199*
*Bellsprout * Lv. 12 * Exp:216*

*Money:\$192 *

Lass's and thier putrid Grass-types. Same tactics in the last battle. Move to the next one.

```
*****
*Youngster Timmy          *
*****
*Sandshrew   * Lv. 14 * Exp:279*
*Ekans       * Lv. 14 * Exp:186*
*****
*Money:$224          *
```

At least this battle is different. Their levels have gotten a bit higher. Nothing too challenging really.

```
*****
*Lass Reli             *
*****
*Nidoran(M)  * Lv. 16 * Exp:205*
*Nidoran(F)  * Lv. 16 * Exp:201*
*****
*Money:$256          *
```

Both Nidoran have the ability Poison Point where contact moves will poison you. And they know Poison Sting so they can poison you anyways. Heal if necessary.

```
*****
*Camper Ethan         *
*****
*Mankey       * Lv. 18 * Exp:285*
*****
*Money:$360          *
```

The last trainer has a strong Lv. 18 Mankey. If your team is weak you may lose a few Pokemon to it but Gary was way harder than he is. Beat him to claim your prize.

```
*****
*Team Rocket Grunt    *
*****
*Ekans         * Lv. 15 * Exp:198*
*Zubat         * Lv. 15 * Exp:172*
*****
*Money:$480          *
```

At the end of the bridge is a man who will reward you with, obviously, a Nugget for beating Nugget Bridge. He will also ask you, seeing as your so strong, if you'd wish to join Team Rocket. So many people have wanted to say yes, including myself. But the man will answer "no" for you. Yeah >_> People have issues in this game.

Now for a trick I found in the Codes and Secrets section. If you lose to this Rocket Grunt and talk to him again, he will give you another Nugget! You can keep doing this over and over again. Soon you'll have a ton of Nuggets and can sell them for a truckload of money! Cool isn't it?

```
=====
III9.Route 24+25-Via to Bill's House
=====
```

Well. We're past Nugget Bridge and are pretty close to Bill's house. Sadly, these routes are full of trainers we must fight through. However, its good experience aren't I right?

Route 24/25 Pokemon Listings

* Pidgey	* Common	* We've got some new Pokemon on this route.
* Abra	* Uncommon	* Abra will use Teleport to run from battle
* Bellsprout	* Rare (LG)	* on its turn, so either luck out on
* Oddish	* Rare (FR)	* catching one of put it to sleep. Bellsprout
* Metapod	* Rare	* or Oddish may be worth your time should you
* Caterpie	* Uncommon	* choose to raise them.
* Weedle	* Uncommon	
* Kakuna	* Rare	

Head to the left to find a trainer searching the grass for something.

*Camper Shane *

*Rattata * Lv. 14 * Exp:171*

*Ekans * Lv. 14 * Exp:186*

*Money:\$280 *

Just so you know, catch an Abra even if you don't wanna use it. You can trade it for something else later. Head north of this trainer to find TM 45-Attract. Cool. Head to the right and fight the onslaught of trainers.

*Hiker Franklin *

*Machop * Lv. 15 * Exp:282*

*Geodude * Lv. 15 * Exp:276*

*Money:\$540 *

Yeah. Just destroy him and move to the next trainer.

*Hiker Wayne *

*Onix * Lv. 17 * Exp:393*

*Money:\$612 *

Onix shouldn't be a problem at this point of the game, right? After the battle, stand on the left side of the lower left square near here. Take several steps right to find a hidden Pecha Berry on the ground. Continue on to the next trainer.

*Youngster Joey *

*Rattata * Lv. 15 * Exp:183*

*Spearow * Lv. 15 * Exp:186*

*Money:\$240 *

Another easy battle. Wipe out and move on.

*Youngster Dan *

*Slowpoke * Lv. 17 * Exp:360*

*Money:\$272 *

Slowpoke can drag out the battle with Amnieszia, but otherwise shouldn't take too long. Move on.

*Picnicker Kelsey *

*Nidoran(M) * Lv. 15 * Exp:192*

*Nidoran(F) * Lv. 15 * Exp:189*

*Money:\$300 *

Seen it, defeated it. Only she has slightly higher levels than trainers with these 2 Pokemon. Eh.

*Hicker Nob *

*Geodude * Lv. 13 * Exp:238*

*Geodude * Lv. 13 * Exp:238*

*Geodude * Lv. 13 * Exp:238*

*Machop * Lv. 13 * Exp:244*

*Money:\$468 *

Water. Loads of it. After the battle you should see an item in a small area surrounded by trees. After you defeat Hiker Nob, let the trainer guarding the entrance walk down to you. If you don't you'll need to wait until later to pick up TM 43-Secret Power. Battle the next trainers.

*Camper Flint *

*Rattata * Lv. 14 * Exp:171*

*Ekans * Lv. 14 * Exp:186*

*Money:\$224 *

He's a camper. And his name is Flint. Irony?

*Youngster Chad *

*Ekans * Lv. 14 * Exp:186*

*Sandshrew * Lv. 14 * Exp:279*

*Money:\$224 *

I swear Ekans Lv. 14 is commonplace around here for some reason. And it sucks! Get better Pokemon people! Okay, after the battle you'll notice some flowers. On the far left one diagonally to the top left of it is a hidden Oran Berry. Continue on.

*Lass Haley *

```
*****
*Oddish      * Lv. 13 * Exp:216*
*Oddish      * Lv. 13 * Exp:216*
*Pidgey      * Lv. 13 * Exp:153*
*****
*Money:$208      *
```

After the final, really easy battle, stand to the left of Lass Haley and walk to the left one step and then up one step. Press A to discover a hidden Bulk Berry. Also, talk to the girl near the water for an addition to Misty's Fame Checker. Enter the nearby house.

```
=====
III10.Bill the Pokemaniac!
=====
```

Welcome to Bill's house or cottage or whatever it is (I'm pretty sure Bill lives in Goldenrod City so maybe its just some summer getaway place). Inside you will find a wierd looking Pokemon. After talking to it, the "Pokemon" reveals itself to be Bill. He cross-fused himself with a Pokemon because he's weird, and now he needs YOUR help to seperate the DNA. If you don't want to, to damn bad. We have no choice. He will enter a small machine in his house and tell you to activate it. Do so by standing infront of the computer and press A.

After rescuing Bill, he will show his gratitude by handing you an S.S Ticket. This little guy will allow you to board the S.S Anne currently docked at Vermillion Bay. Bill also tells you he created the PC Storage System in Kanto. From here on in Pokemon Centers, "Someone's PC" is now "Bill's PC". Also, you can leave the house and reenter to search the computer on info about Eevee, Flareon, Jolteon, and Vaporeon.

The only thing left is the Cerulean Gym, so take the path sout of Bill's house as a shortcut back to the city. Heal up if needed, then enter the gym.

```
=====
III11.Misty's Gym
=====
```

Wow. Is this a swimming pool or a gym? Misty's here and after all of the trainer's you faced you should easily be at high enough levels to take her ass down. Fight both of the trainers in the gym before hitting on Misty.

```
*****
*Swimmer Luis      *
```

```
*****
*Horsea      * Lv. 16 * Exp:283*
*Shellder    * Lv. 16 * Exp:331*
*****
*Money:$64      *
```

No problem. Head for the next trainer near Misty.

```
*****
*Picnicker Diana      *
```

```
*****
*Goldeen      * Lv. 19 * Exp:451*
*****
*Money:$380      *
```

Looks hard but its still simple. Anywho, talk to Misty for the battle for your second badge!

My Pokemon:

```
*****
* Pokemon * Level *
***** Bite > Misty
*Wartortle* 24 *
*****
*Pidgeotto* 24 *
*****
```

Misty's Pokemon:

```
*****
*Gym Leader Misty *
*****
*Staryu * Lv. 18 * Exp:408*
*Starmie * Lv. 21 * Exp:931*
*****
*Money:$2100 *
*****
```

Wow! Her Pokemon are far higher than the ones you have been battling much earlier. Even if your at a good level you still may get your ass kicked by Misty. Starmie is a very fast Pokemon and may go before yours if your Pokemon have crap speed. Both of her Pokemon know Swift which will never miss under any condition. Also, both of her Pokemon know Water Pulse which is a powerful move easily capable of confusing you. Highly annoying. Misty has several Super Potions backed up in her pocket and when her Pokemon are in the red zone she will nearly fully heal them. If you want to avoid dragging out the battle, use an attack to get them in the low yellow then follow up with a powerful attack to finish them off. Starmie can kill quite quickly, so do this tactic on him. Once you win you will receive the Cascadebadge and TM 03-Water Pulse. You can also use Cut outside of battle. We don't even HAVE that attack yet!

~IV.Partyless Boats, Slaves, and the Third Badge~

```
*****
***Mission Objectives***
*****
```

- Recover TM 28-Dig
- Claim a "free" Bike in Cerulean
- Board the S.S Anne and battle some trainers there
- Fight Gary (again)
- Claim HM 01-Cut
- Fight for your Third Badge

Now that we have defeated Misty we can finally leave the awkward Cerulean City and make way towards Vermillion City. From the Gym head to the Pokemon Center to heal your hurt Pokemon from the battle. Loop around to the back of the Pokemon Center head towards a building with a police officer standing next to the door. Talk to her to find out a robbery has been committed here. Enter the house to find it completely ransacked and a worried couple. They are complaining that their Dig TM was stolen and now something will happen without it. Alternatively they COULD just get a damn shovel. Lazy slobs. We will be the good doobies in this situation and get the TM back. Leave through the hole in the back wall and into the backyard of this place to find an "innocent bystander" standing there dressed in Team Rocket uniform. He should try lying a tad better.

```
*****
```

```
*Team Rocket Grunt *
*****
*Machop * Lv. 17 * Exp:319*
*Drowzee * Lv. 17 * Exp:370*
*****
*Money:$544 *
*****
```

This guy should be no problem after defeating Misty. Once you have defeated him he will return TM 28-Dig. You can't give it back to the duff in the house as he will claim its "still missing". What a dope. Continue on down south and out fo Cerulean City and into Route 5.

```
*****
* Route 5/6 Pokemon Listings *
*****
* Pidgey * Common *
* Oddish * Common (FR) *
* Bellsprout * Common (LG) *
* Meowth * Common *
*****
```

We haven't entered Route 6 just yet but we will soon. That route has the same Pokemon Route 5 has so its all good. We have seen these guys already except for the elusive Meowth. Although pretty crappy in his movepool, evolution and stats, he has an awesome ability. It is Pickup. This ability after battle gives him a chance of holding an item which you can take off of him for actual use. It could be a Berry, Potion, whatever. The higher the level of a Pokemon with Pickup the better items they will find. Persian, Meowth's evolution, loses the Pickup ability. So keep it at Meowth if you want the ability, otherwise catch it or not and move on. You could head toward the east but a large bush prevents you from entering. Head south as you were doing. Inbetween the hedge fences there are several ledges with the only grass patches on this route. At the bottom you will find the Pokemon Day-Care Center. In here you can leave 1 Pokemon to gain experience and new attacks (of which you can't control which attacks are overwritten) and naturally level up. Your Pokemon will gain 1 Experience Point for each step you take so with the running shoes you can make some weak Pokemon like that Magikarp from earlier gain several levels and make it...less crappy. To retrieve your Pokemon is \$100 + \$100*Each level your Pokemon has gained. Can get quite expensive after a while.

```
=====
IV1.Underground Path
=====
```

Continue along the path after that and into the gatehouse leading to Saffron City. The guard there will moan and complain he's thirsty and won't let anybody inside the city. Logic >_> Nextdoor to the gatehouse is a small house with an underground path. Inside of it there is a girl who in FireRed will trade a Nidoran(M) for a Nidoran(F) or in LeafGreen she will trade a Nidoran(F) for a Nidoran(M). If you have the appropriate Pokemon then trade if you want to, then head downstairs into the underground path. There isn't much along this path. Just some green ground. Nice to look at. Its quite long but its the only way to bypass Saffron City for the time being. Once you reach the end of the path and leave, head all the way to the left side of the route. Face right for a Rare Candy and face north for a Citrus Berry. This should be your third Rare Candy in the game. You better be saving them for later.

There are several trainers on Route 6 so let's dispose of them.

```
*****
```

```
*Bug Catcher Keigo *
*****
*Weedle * Lv. 16 * Exp:177*
*Caterpie * Lv. 16 * Exp:181*
*Weedle * Lv. 16 * Exp:177*
*****
*Money:$192 *
```

This isn't too hard, is it? Move on after winning.

```
*****
*Camper Ricky *
*****
*Squirtle * Lv. 20 * Exp:292*
*****
*Money:$400 *
```

He should have evolved his Squirtle when he had the chance. Waste him for his pitiful mistake. Next trainer...

```
*****
*Picknicker Nancy *
*****
*Rattata * Lv. 16 * Exp:195*
*Pikachu * Lv. 16 * Exp:280*
*****
*Money:$320 *
```

Slightly tougher than before but overall still easy. Get ready for the hardest trainer on the route.

```
*****
*Bug Catcher Elijah *
*****
*Butterfree * Lv. 20 * Exp:685*
*****
*Money:$240 *
```

Here is that evil Butterfree that I mentioned in the first section. Butterfree has the ability Compoundeyes where its accuracy on all attacks is increased 30%. Basically that amounts to Sleep Powder, Stun Spore, Leech Seed and his other attacks hitting almost, if not all the time. Try destroying him in one of two shots otherwise he can lay waste to your Pokemon. Its unlikely he will waste all of them but it never hurts to be careful. Awakenings may be required here.

```
*****
*Picknicker Isabelle *
*****
*Pidgey * Lv. 16 * Exp:187*
*Pidgey * Lv. 16 * Exp:187*
*Pidgey * Lv. 16 * Exp:187*
*****
*Money:$320 *
```

One hell of a lot easier than the previous trainer I suppose. Waste all of her low level Pidgey's.

```
*****
*Camper Jeff *
```

```
*****
*Spearow      * Lv. 16 * Exp:198*
*Raticate     * Lv. 16 * Exp:397*
*****
*Money:$320
*****
```

Aww, the little guy has a haxxed Raticate. And it knows Hyper Fang. But since were at a (hopefully) high level it shouldn't massacre you like it should. Once you have defeated him move down into Vermillion City.

```
=====
IV2.Vermilion City-The Port of Exquisite Sunsets
=====
```

First off, your Pokemon are probably nearly wiped out after the series of battles you just encountered. Enter the Pokemon Center and heal up. Inside of the Pokemon Center, next to the counter is a woman who will hand you the VS. Seeker when you talk to her. When fully charged up, you can use it on nearby trainers on the screen to see if they want to rematch you. If they do, a "!!" will appear above their head. If they don't then a "X" will appear. If you haven't faced them before then just a "!" will appear. Talk to the affected trainers for a rematch. You CAN'T use this in caves or buildings to rematch trainers. After its use you need to walk 100 Steps before the battery is all juiced up again (Battery life of the PSP? Awesome!). Head outside after this.

Just to the left of the Pokemon Center is a small house. Enter it to find the Fishing Guru. Tell him that you love fishing and he will hand over the Old Rod. This AMAZING (*sarcasm*) rod enables you to fish into water you are standing next to! If you get a bite you will be forced into an engaging battle with a low level Magikarp. Get yours today!

South and then east of this house is the Pokemon Fan Club. It is in here that a bunch of senior citizens gather around and talk about Pokemon and show them off to each other. You can talk to these people here who show off what appear to be nothing but dolls of Pokemon and a useless blob of information about them. Talk to the chairman of the Fan Club at the top of the room. He will talk about his loving Rapidash and how warm and soft and furry it is..... ..blah...and at the end of his invigorating story he will hand you a Bike Voucher. This little ticket enables you to receive a free bike from the Cerulean Bike Shop. Hightail it back to Cerulean and grab a bike. This bike makes you go much faster on the overworld so its quite handy. Register it for the Select button for easy use, and pick up a Spearow if you haven't already near Cerulean. Get another if your using one in your party because a future trade requires him.

You will notice that near the shore is some sand in Vermillion. At the very bottom left corner of it is a hidden Max Elixir. Stand next to that very square and hit A for the hidden item.

```
*****
* Poke Mart Shopping List *
*****
*Poke Ball.....$200*
*Super Potion.....$700*
*Antidote.....$100*
*Paralyze Heal.....$200*
*Awakening.....$250*
*Ice Heal.....$250*
*Repel.....$350*
*****
```

There are no more Potions available in shops from here on out except in Pewter and Cerulean. Ice Heal is newly added and just as useless. You have yet to see an Ice-type Pokemon or even a move that can possibly freeze you. No point in buying one of these for a while.

The last thing to do in Vermillion is check out the S.S Anne. Near the Poke Mart is a long dock stretching out into the water. At the end is a guard who will check if you have a ticket, then let you aboard.

=====
IV3.S.S Anne-Cruise Ship of the World
=====

You will appear on a short dock leading to the cruise ship S.S. Anne which just so happens to be docked in Vermillion Harbor currently. If you recall, Bill said something about a party being held on the S.S. Anne and that he didn't like it. Well, sorry to say that there is no party. Makes us wonder why the ship hasn't set sail just yet. A sailor on board when you enter will tell you that the passengers are very anxious and want to take their emotions out by battling with unsuspecting trainers, namely you. But hey, we kinda came here for the battles so its win-win!

Start by taking the hallway to the right. The indents on the wall are rooms you can enter but don't do that for now. Head south when you can and go downstairs. Down here is a trash can which, when expected will yield a rare Hyper Potion. These things heal 200 HP and since we don't have anything near that amount its best to save it for later. Head inside the door near you for a non-trainer who will blabber on about how ultra cool his Machoke is. Ignore his propaganda and grab the Super Potion on the table next to him. The room next to him has 2 sailors wanting a fight.

*Sailor Duncan *

*Horsea * Lv. 17 * Exp:301*
*Tentacool * Lv. 17 * Exp:382*
*Shellder * Lv. 17 * Exp:352*

*Money:\$544 *

The majority of the passengers inside the S.S. Anne have many Water-types on their team so you will be stuck facing Pokemon like this. If your having trouble beating them then level up a little on previous routes. Use the VS Seeker there if you desire.

*Sailor Leonard *

*Shellder * Lv. 21 * Exp:436*

*Money:\$672 *

The other trainer in the room has a bit more of an extensive Pokemon. It's a buffed up Shellder which can easily confuse you with Water Pulse. Nothing too major. Head next door with a trainer waiting as soon as you enter.

*Sailor Dylan *

*Horsea * Lv. 17 * Exp:301*
*Horsea * Lv. 17 * Exp:301*
*Horsea * Lv. 17 * Exp:301*

*Money:\$544 *

This trainer also isn't too hard considering he's just using multiple weak

Pokemon. Idiots. There is an Ether in this room so grab it then leave. The room next door has another trainer.

```
*****
*Sailor Huey                                     *
*****
*Tentacool   * Lv. 18 *   Exp:405*
*Saryu       * Lv. 18 *   Exp:408*
*****
*Money:$576                                     *
```

This battle isn't much different than the previous ones. Use something to waste these guys once more. Near Huey is another item, this time its TM 44-Rest. Grab it and leave next door. There are two more trainers who want a fight.

```
*****
*Fisherman Barny                               *
*****
*Tentacool   * Lv. 17 *   Exp:382*
*Shelllder   * Lv. 17 *   Exp:352*
*Saryu       * Lv. 17 *   Exp:385*
*****
*Money:$612                                     *
```

Some more Water Pokemon. Kill them all and move onto the next trainer.

```
*****
*Sailor Phillip                                 *
*****
*Machop      * Lv. 20 *   Exp:376*
*****
*Money:$640                                     *
```

Finally we find someone without a Water-type. Machop isn't too tough if you have someone with Gust which easily kills it. Once you have finished the battle, head out onto the hall and head back upstairs. Head north until you hit a wall then enter the first cabin on the right. Another trainer will fight you.

```
*****
*Gentleman Thomas                             *
*****
*Growlithe   * Lv. 18 *   Exp:351*
*Growlithe   * Lv. 18 *   Exp:351*
*****
*Money:$1296                                   *
```

Something to throw you for a loop. This guy has some Fire-types on the ship. Shouldn't be too difficult to douse them down. The next room over has a woman who will let you sleep for a while, restoring your Pokemon kinda like a Pokemon Center. Continuing on the next cabin has another trainer wanting a fight.

```
*****
*Gentleman Arthur                             *
*****
*Nidoran(M)  * Lv. 19 *   Exp:243*
*Nidoran(F)  * Lv. 19 *   Exp:240*
*****
```

*Money:\$1368 *

This battle also shouldn't take you too long. Some strong attacks will wipe these guys out. Once your done head to the next cabin over. The woman in here will ask you for some cherry pie. Yeah, I'm pretty sure we look nothing like waitresses on this ship let alone do we ever say a word in this game. Head to the next cabin and you will find several people talking about their Wigglytuff on display in the room. Still, no trainers. We came here for battles people! The last room here on the hall has two trainers wanting a fight.

*Lass Ann *

*Pidgey * Lv. 18 * Exp:211*

*Nidoran(F) * Lv. 18 * Exp:226*

*Money:\$288 *

Pretty basic party. Very, very weak at this point in the game and still questioning why they just don't evolve the damn things. Destroy and face the other trainer.

*Youngster Tyler *

*Nidoran(M) * Lv. 21 * Exp:270*

*Money:\$336 *

Just as easy if not easier. Once you have finished the battle head to the next cabin over to find a dectective trying to sniff out Team Rocket. Why he is doing it on a cruise ship leading to the ocean is way beyond me. Maybe he watched the TV show and assumed Team Rocket would steal everyone's Pokemon or something. Ignore and head back onto the hall. Head all the way down the hall and into the door at the end to wind up inside the kitchen. Like the previous cabins, nobody in here will actually fight you. However, inspect the three trash cans on the right wall. The first has a Pecha Berry which cures Poison. The second has a Cheri Berry which cures Paralysis and the last one has a Chesto Berries which cures Sleep. The trash can in the lower left corner has a Great Ball hidden inside. Leave the kitchen.

Head up the hallway and up the stairs there. Head south down the barren hallway then up more stairs to be put on the ships deck. There are several trainers waiting here.

*Sailor Trevor *

*Machop * Lv. 17 * Exp:290*

*Tentacool * Lv. 17 * Exp:382*

*Money:\$544 *

A weak Machop and yet ANOTHER Tentacool. See one, see them all. Destroy and face the other trainer.

*Sailor Edmond *

*Machop * Lv. 18 * Exp:339*

*Shellder * Lv. 18 * Exp:454*

*Money:\$576 *

Nothing else new here. Just a little more money and a Shellder. Almost done fighting on the S.S. Anne now. Head back to the entrance room of the ship and on the bottom area of it enter the first cabin on the left. In here is a man who will show you a picture of Snorlax, adding it to your Pokedex. In the next cabin is an item but with two trainers urgently guarding it.

*Fisherman Dale *

*Goldeen * Lv. 17 * Exp:403*

*Tentacool * Lv. 17 * Exp:382*

*Goldeen * Lv. 17 * Exp:403*

*Money:\$612 *

>_> I'm done with this. Just kill them.

*Gentleman Brooks *

*Pikachu * Lv. 23 * Exp:403*

*Money:\$1656 *

If you can't defeat this Pikachu easily then you are going to have a rough time in the gym. Once done here claim the Stardust on the table which you can sell in the Poke Mart later for some more money. Head to the next cabin. It doesn't have a trainer but it does have someone you can talk to if that's special. The next cabin over has an X Attack lying on the table but we need to defeat 2 trainers to see you don't claim it.

*Gentleman Lamar *

*Growlithe * Lv. 17 * Exp:331*

*Ponyta * Lv. 17 * Exp:553*

*Money:\$1224 *

Douse down these guys. Defeat the other trainer as well.

*Lass Dawn *

*Rattata * Lv. 18 * Exp:219*

*Pikachu * Lv. 18 * Exp:315*

*Money:\$288 *

Not too hard I guess. Defeat her Pokemon and get the item on the table. The remaining two cabins in the ship have people that will talk to you but no trainers. Skip them if you like. Save the game and heal and head forward to meet with Gary. He brags that he's caught 40 Pokemon so he basically has every Pokemon attainable to this point. But is he better?

=====
IV4.Gary Battle #4
=====

My Pokemon:

* Pokemon * Level *

Wartortle 29 * I have no real intention of getting anything better for
***** quite a while. I'm still doing fine....
Pidgeotto 28 *

Gary's Pokemon:

Choose your starter*****

----->* Bulbasaur * Charmander * Squirtle *

*Charmeleon:Lv.20 *Wartortle:Lv.20 *Ivysaur:Lv.20 *
*Exp:603 *Exp:603 *Exp:603 *
*Pidgeotto:Lv.19 *Pidgeotto:Lv.19 *Pidgeotto:Lv.19 *
*Exp:459 *Exp:459 *Exp:459 *
*Raticate:Lv.16 *Raticate:Lv.16 *Raticate:Lv.16 *
*Exp:397 *Exp:397 *Exp:397 *
*Kadabra:Lv.18 *Kadabra:Lv.18 *Kadabra:Lv.18 *
*Exp:558 *Exp:558 *Exp:558 *

*Money:\$720 *

Gary has the same Pokemon as before, with the exception that a few of them have evolved and have grown several levels. As you can see, someone has been using a Game Shark if he has a Lv. 16 Raticate. Stupid cheater. When his Pokemon are in the deep yellow or red he will decide to switch out to better his luck. As if that will help any. As long as your levels tower over his then you should win fairly easily. After he loses he will leave the ship.

=====
IV5.The Mew Delivery Truck
=====

If you played the original Red/Blue then you will recall that if you surfed east from the dock leading to the S.S Anne you would stumble upon a piece of land with a truck on it. Nobody knew what the truck was or how it could be interacted with.

That same truck is in FireRed/LeafGreen now. Although you can't get Mew like it has been speculated over 11 years from the truck, it is a cool thing to see. But you can't go on the dock after the S.S. Anne leaves. If you want to see it then trade a Pokemon that knows Cut already to your game. This allows you to skip the next section and when you can use surf out of battle, come back and see the truck.

=====
IV6.The Useless HM 01-Cut
=====

If your not going to do the aforementioned trick then let's finish out trip through the ship. Head up the hall and up the stairs.

This is the captain's room and upon inspecting the trash can you can see he's....well let's not go there. Talk to the seasick captain and you will give him a relaxing massage which will cure his seasickness. In his gratitude he will hand you HM 01-Cut. This crappy TM is a awful move in battle. If

you teach it to a Pokemon then they can cut down those small stubs of bushes we've been seeing around here as well as access Lt. Surge's Gym. Don't waste it on a good Pokemon. Instead...

=====
IV7.A Farfetch'd Solution
=====

Leave the S.S. Anne and you will unfortunately be forced to part with it forever as you watch it sail away. If we were on it we'd be in trouble I suppose. Head over to the Pokemon Center in Vermillion for a quick heal. Head for the PC and take out that old Farfetch'd you traded for a long time ago. We're not going to actually use it in battle but instead make it learn Cut. Open the TM Case and put the CD on his head for him to learn it. Better him than your actual team. Also pick up the Abra we caught earlier as we are going to be trading him soon.

=====
IV8.Diglett's Cave
=====

You can enter Vermillion Gym should you choose to skip the next few sections in which case just head down to the section. If you want a bit of an advantage on his Gym as well as some extra experience in money then follow these steps. As long as you have Farfetch'd and the Abra then your ready to go.

Head east of Vermillion City to find a cave entrance. This is Diglett's Cave. Head down the ladder and ride the bike if you want to. This cave is totally simple and you can't get lost in it as its just a straight path mostly. As you could probably guess, the only Pokemon you will find in here are Diglett and its evolution Dugtrio. Dugtrio is a very rare sighting in this cave and you are likely to find him at around Lv. 30 (The time a Diglett would naturally evolve into Dugtrio). Dugtrio is very fast and knows Arena Trap which prevents fleeing unless your current Pokemon is either part Flying-type or has the ability Levitate. I recommend catching a Diglett. As you can see by my team I desperately need one but I'm going against all odds and not catching one because I don't feel like it. If you want the easy way out then catch one. Otherwise defeat several for some experience. Head for the exit and back to the open.

=====
IV9.A Once-Seen Trade?
=====

When you exit Diglett's Cave you will notice your right back on Route 2, the same route with Viridian Forest that we traveled through at the beginning of the game. Crazy. Head south of the exit to find a house previously inaccessible. Inside is a crazy man who will trade his raised Mr. Mime for your lousy Abra. Obviously its quite a good trade since Abra sucks (his evolutions don't though). Mr. Mime is an interesting Pokemon necessary for filling the Pokedex. He comes with Calm Mind which boosts Special Attack and Special Defense by one level. Very nice.

Once you have done the trade head south into the gatehouse. Inside is another of Professor Oak's aides who if you have at least 10 Pokemon in your Pokedex will gladly hand you HM 05-Flash.

=====
IV10.A "Flash"-back to Ugly Times
=====

That's right veterans. We get HM 05-Flash. We have been stuck with this HM being #5 for over 10 years, spanning across 11 games. When Diamond/Pearl

get released it will become an inevitable 13 games. Why the hell they created this HM for the sole purpose of using it ONCE in the entire game outside of battle is stupid. By a \$20 flashlight and \$5 batteries and your good to go through some caves. Technology is poo in this game. Flash is nothing more than an attack like Sand-Attack, Double Team, etc. All it does is lower your opponents accuracy. Because HM's can't be removed for a long time this monstrosity is forced to stay with us. The horror! Since accuracy raising/lowering attacks are so useless you will NEVER see Flash in competitive gameplay. Its description says all:

Flash

Power --- Accuracy 70

PP:20

"A blast of light is sent out to blind foes. Also illuminates caves."

...

Three dots explains all. For something like Sand-Attack you'd think it would have 100% accuracy. IT'S A HUGE LIGHT! HOW DOES IT MISS? What does the foe Pokemon do, close their eyes?

=====
IV11.A Short Pewter City Visit
=====

Leave the gatehouse, but keep heading southbound. You will stumble upon an Ether. If you want a Paralyze Heal then keep heading south until you find it on the ground. After this head back to Diglett's Cave. Cut down the small tree near it and reenter Pewter City.

Head to the northern part of the city to find the Pokemon Museum. Normally you would have to pay to enter to see useless exhibits but we are gonna break in for free for a bigger prize. Nearby the museum entrance is a tree we can cut down. Do so. By cutting down the tree you gain access to the back door of the museum. head inside.

Inside is a man who will teach one of your Pokemon the move Seismic Toss. This attack will always do damage based on your Pokemon's level. A Level 80 Pokemon will do 80 damage no matter what. Also, the bookshelf in the corner contains the final piece of Brock's Fame Checker. Remember that thing? Inspect the bookcase for it.

But in the top corner of the room is what we really came here for. There is a man who will talk about a fossil restoration machine on Cinnabar Island. He will then ask you to take the Old Amber sitting next to him to the island so that it can be revived. You don't have any choice so collect the Old Amber and leave the room.

You can head back to Vermillion City now, but you might want to learn a new move first (or at least remember the location for later). In Viridian City there is a man behind a cuttable bush that will teach you Dream Eater, a Leech Life sort of attack against sleeping Pokemon. Its very powerful. Learn or save for later if you wish. Head back through Diglett's Cave back to Vermillion City after this.

=====
IV12.Last Few Trainers
=====

Before we take on the Vermillion Gym we have a last chance to raise our levels a little more. Head a little more east of Diglett's Cave to reach Route 11.

```
*****
* Route 11 Pokemon Listings *
*****
* Spearow * Common *
* Drowzee * Uncommon *
* Sandshrew * Common (LG) *
* Ekans * Common (FR) *
*****
```

This time around we see an entire pod of new faces to these parts. Nothing of real interest other than Drowzee which isn't that good anyways. Head north to find an Awakening. There are a plenty of trainers on this route and I recommend fighting them all. Find the first one nearby.

```
*****
*Youngster Eddy *
*****
*Ekans * Lv. 21 * Exp:279*
*****
*Money:$336 *
*****
```

Kids need to learn how to raise better Pokemon. Move to the next trainer.

```
*****
*Youngster Dillon *
*****
*Sandshrew * Lv. 19 * Exp:378*
*Zubat * Lv. 19 * Exp:218*
*****
*Money:$304 *
*****
```

Another simple team. Zubat is a tad annoying if it confuses you. Move on.

```
*****
*Engineer Braxton *
*****
*Magnemite * Lv. 21 * Exp:400*
*****
*Money:$1008 *
*****
```

Magnemite knows Sonicboom which deals 20 damage no matter what. Weak Pokemon can easily get destroyed in this battle.

```
*****
*Gamer Darian *
*****
*Growlithe * Lv. 18 * Exp:351*
*Vulpix * Lv. 18 * Exp:243*
*****
*Money:$1296 *
*****
```

Douse out these Pokemon. This trainer hands over a decent of money to say the least, however. Get onto the next trainer.

```
*****
*Youngster Yasu *
*****
*Rattata * Lv. 17 * Exp:207*
*Raticate * Lv. 17 * Exp:420*
*Rattata * Lv. 17 * Exp:207*
*****
```

*Money:\$272 *

A very pathetic battle with another haxxed Raticate. Defeat them and move on. Nearby that trainer is a rock in the middle of nowhere. You may have guessed right, there is a hidden item in there. It's an Escape Rope.

There is a gatehouse to the right of us. We will go in there lastly though. Head for the next batch of trainers south of you.

*Gamer Dirk *

*Voltorb * Lv. 18 * Exp:396*

*Magnetite * Lv. 18 * Exp:342*

*Money:\$1296 *

I suppose this is preparation for the gym. Hopefully you can defeat Electric-types with ease now. Next trainer.

*Gamer Jasper *

*Bellsprout * Lv. 18 * Exp:324*

*Oddish * Lv. 18 * Exp:300*

*Money:\$1296 *

Stun Spore is a common move these two Pokemon will use to infuriate you. Try to take them both out pretty quick. After the battle pick up the X Defend nearby and face the next trainer.

*Youngster Dave *

*Nidoran(M) * Lv. 18 * Exp:231*

*Nidorino * Lv. 18 * Exp:454*

*Money:\$288 *

If only kids had more money, they'd be worthwhile. His Pokemon are pretty easy to kill and shouldn't hurt you too much. Fight the next trainer.

*Engineer Bernie *

*Magnetite * Lv. 18 * Exp:342*

*Magnetron * Lv. 18 * Exp:621*

*Magnetite * Lv. 18 * Exp:342*

*Money:\$864 *

One heck of a lot of Electric-types. Shouldn't be too hard, especially if you have Charmeleon as they are part Steel which is weak to fire. Fight the last trainer on this route afterwards.

*Gamer Hugo *

*Poliwhg * Lv. 18 * Exp:297*

*Horsea * Lv. 18 * Exp:319*

*Money:\$1296 *

He is pretty simple either way. Once you are done with this battle you should head inside the gatehouse we skipped a few seconds ago. If you head upstairs in the gatehouse then you will find a girl who wishes (in LeafGreen) for a Nidorina in exchange for a Nidorino. In FireRed the opposite is asked where she wants Nidorino and you will receive a Nidorina. These Pokemon are much stronger than the pre-evolved forms making them kinda useful at this point in the game. You can trade if you want to. I don't care. Also up here is another one of Professor Oak's aides. He will hand you the Itemfinder if there are at least 30 Pokemon registered in your Pokedex. The Itemfinder isn't one of the more useful items in the game. When used it to some extent points you in the direction of hidden items on the ground. This guide details where these things are in the first place making this item obsolete. If you happen to have 30 Pokemon then get it anyways just for completion's sake. Head downstairs and take the east exit.

You won't go far before a large thing blocks your way. It happens to be the Pokemon Snorlax which feels like blocking the road. There aren't any nearby industrial cranes so we are stuck heading back to Vermillion City. Heal up, cut down the tree near the gym, talk to the sign for part of Lt. Surge's Fame Checker and enter the gym.

=====

IV13.Vermillion City Gym

=====

There's something ironic I did first playthrough of the game. I realized nothing stops you from skipping this gym until the end of the game when you need its badge for access to Victory Road. Sure, you miss out on not using Fly but you CAN skip it. There's no reason to actually do that so let's just finish this gym.

Here are the three trainers in the room. Same strategy for each: just kill them, preferably with Diglett.

*Engineer Baily *

*Voltorb * Lv. 21 * Exp:463*

*Magnemite * Lv. 21 * Exp:400*

*Money:\$1008 *

*Sailor Dwayne *

*Pikachu * Lv. 21 * Exp:369*

*Pikachu * Lv. 21 * Exp:369*

*Money:\$672 *

*Gentleman Tucker *

*Pikachu * Lv. 23 * Exp:403*

*Money:\$1656 *

This trainer has a powerful Pikachu. Still, shouldn't be that difficult. Save and heal and come back to the gym. Lt. Surge is guarded by an electric force field. To clear it you must find 2 secret switches back-to-back hidden in the trash cans. When you find one....

X=Switch

Y=Possible other switch

T=Trash cans

X Y T

Y T T This possibility gives you a 1/2 chance of getting it right.

T T T

Y X Y

T Y T This possibility gives you a 1/3 chance of getting it right.

T T T

T Y T

Y X Y The bad fortune gives you a 1/4 chance of getting it right.

T Y T

Point is, when you find the switch the other one will be in a trash can right next to it. If you pick the right one then the doors will open. If you don't the locks reset and you must find the first one again. Good luck! Face Lt. Surge when you finish.

My Pokemon:

* Pokemon * Level *

***** This isn't exactly the best way to go about this battle
Wartortle 29 * just so you know...(Note:I'm not including HM slaves
***** here just so you know).

Pidgeotto 29 *

*Dugtrio * 28 *

Lt. Surge's Pokemon:

*Gym Leader Lt. Surge *

*Voltorb * Lv. 21 * Exp:463*

*Pikachu * Lv. 18 * Exp:315*

*Raichu * Lv. 24 * Exp:627*

*Money:\$2400 *

Unless your packing Pokemon matching my team (because you play the game like crap and I'm just doing it for the sake of finishing the game differently) then this battle should be real simple. Diglett! If you caught one of these guys then this battle should be over really fast. Shock Wave is like Swift as it will never miss. Of course, it doesn't affect Diglett the slightest. Just use Dig for an "lol'ing" win. You will recieve the Thunderbadge (how creative...) for winning and TM 34-Shock Wave after the battle. The Thunderbadge allows you to use Fly outside of battle.

~V.There's Evil Afoot! And the Fourth Badge!~

Mission Objectives

- Create an HM Slave
- Battle to and through Rock Tunnel
- Defeat your rival again
- Enter Rocket Game Corner
- Find and defeat Giovanni
- Battle for your fourth badge

Before you leave Vermillion Gym, make sure to talk to everyone if you haven't already done so. One of the trainers will spill out some more info for Lt. Surge's Fame Checker file. That should put you at 5 entries, missing only one of them. Head for the Pokemon Center to heal one last time and check the bookshelf for the last entry.

At this time I suggest getting a Meowth or Oddish as both of them can learn Flash AND Cut. Perfect HM slaves. If you already taught Cut to somebody (which you obviously did) no big deal. You do need Flash on someone so make it somebody useless. Abra works as well.

We will soon be heading towards the dreaded Rock Tunnel where we need to exercise Flash. Its a large cavern and getting lost can get you stuck for a while. Head to the Poke Mart and stock up on several Escape Ropes and many Repels to keep wild battles away for a short time. Buy plenty of Super Potions as trainers lurk there as well.

Head back to Cerulean City. Don't actually enter the city but hug the fence on the right wall. It leads to a pathway once inside the city bounds and it leads to a small tree which can be Cut down.

=====

V1.Route 9-En Route to Rock Tunnel

=====

* Route 9 Pokemon Listings *

- * Spearow * Common *
- * Rattata * Uncommon *
- * Sandshrew * Common (LG) *
- * Ekans * Common (FR) *

Eh. The same is Route 11 basically just without Drowzee in place of the crappy Rattata. Route 9 is crawling with trainers, 10 to be exact. Several of these fights are totally optional but you will be surprised to find out shortly that these trainers have pathetically low leveled Pokemon. If your looking for high experience then this isn't the right area. Its best to defeat all of the trainers, though, because the experience you milk is more useful now then never. Battle whoever you wish and skip whatever you don't want to. We're near Rock Tunnel.

Battle the first trainer. Its a forced battle.

*Picnicker Alicia *

- *Bellsprout * Lv. 18 * Exp:324*
- *Oddish * Lv. 18 * Exp:300*
- *Bellsprout * Lv. 18 * Exp:324*
- *Oddish * Lv. 18 * Exp:300*

*Money:\$360 *

Well...there is the off chance that you will be put to sleep or paralyzed by Oddish should you be unable to destroy him quickly. This can be a frustrating battle should you be under many status effects, so switch out whenever you can. Just below her is TM 40-Aerial Ace. This is an amazing attack but don't waste it now. Head east for the next trainer.

*Hiker Jeremy *

*Machop * Lv. 20 * Exp:376*

*Onix * Lv. 20 * Exp:462*

*Money:\$720 *

Nothing too major in this battle. Stay away from Physical attacks as they barely scratch these Pokemon. When you reach the fork in the path, head north to fight several more trainers.

*Camper Chris *

*Growlithe * Lv. 21 * Exp:408*

*Charmander * Lv. 21 * Exp:292*

*Money:\$420 *

As like the previous battle, Water attacks will work wonders here. Fight the next trainer nearby Chris.

*Bug Catcher Brent *

*Beedrill * Lv. 19 * Exp:646*

*Beedrill * Lv. 19 * Exp:646*

*Money:\$228 *

We finally see a smart trainer evolve their Weedle's. Beedrill can quickly Poison you in which case head north and west towards the exit and back to the Pokemon Center. If your still fighting fit, head back to the fork and down south over the ledge and head east for a surprise trainer.

*Hiker Alan *

*Geodude * Lv. 21 * Exp:387*

*Onix * Lv. 21 * Exp:486*

*Money:\$756 *

Nearby Alan is a Burn Heal. You probably won't need it for a while but it's good to have one now incase a Growlithe burn you or something. After picking up the item, head all the way back to the fork once again. Take the last available path-heading east. Once you hit a wall head north for another trainer.

*Bug Catcher Conner *

*Caterpie * Lv. 20 * Exp:226*

*Weedle * Lv. 20 * Exp:222*

*Venonat * Lv. 20 * Exp:321*

*Money:\$240 *

Wipe him out like you have done to previous trainers and feel free to laugh at never evolving once his Pokemon. Lamer. Left of him is another trainer.

*Camper Drew *

*Rattata * Lv. 19 * Exp:231*

*Ekans * Lv. 19 * Exp:252*

*Sandshrew * Lv. 19 * Exp:378*

*Sandshrew * Lv. 19 * Exp:378*

*Money:\$380 *

A slightly diverse team. More efficient than what we have seen thus far and also no haxed Raticate. Destroy him and head back to the right and then north for another trainer.

*Hiker Brice *

*Geodude * Lv. 20 * Exp:367*

*Machop * Lv. 20 * Exp:376*

*Geodude * Lv. 20 * Exp:367*

*Money:\$720 *

Another simple battle. They can't hurt you that bad. Wash out and continue on. A few steps left of Brice is a small path of ground that holds a hidden Chesto Berry. Head right and over the ledge for another trainer.

*Picnicker Caitlin *

*Mewoth * Lv. 21 * Exp:339*

*Money:\$460 *

I was hoping for a higher leveled Pokemon...that is just pathetic. Enter Route 10.

* Route 10 Pokemon Listings *

* Spearow * Common *

* Voltorb * Common *

* Rattata * Uncommon *

* Sandshrew * Common (LG) *

* Ekans * Common (FR) *

* Mankey * Rare *

There is a new face here, and its about time. The first Electric-type available to this point in the game (other than Pikacrap) is Voltorb. He gains levels at an exceptionally fast rate and will evolve to the more

powerful Electrode pretty quickly. There isn't a real need to catch him but do so if you wish. To the south is the entrance to Rock Tunnel and a little bit more south than that is the abandoned Power Plant. Rumors say something lurks in there...but we can't access it for now so forget about it. You couldn't handle the thing there now anyways. You can train here in this patch of grass but the fourth Gym is quite a ways away with tons of trainers inbetween. Nearby is one last trainer near the entrance of Rock Tunnel.

```
*****
*Picnicker Heidi          *
*****
*Pikachu      * Lv. 20 * Exp:351*
*Clefairy     * Lv. 20 * Exp:291*
*****
*Money:$400          *
```

Shouldn't be much of a last problem. Feel free to use the Pokemon Center available for our convenience nearby. Once prepped and ready, enter Rock Tunnel.

=====
V2.Rock Tunnel-The Path to Lavender
=====

```
***** And now we finally enter the much talked
*Rock Tunnel Pokemon Listings* about Rock Tunnel. When you enter you will
***** realize that all you can see is a small
* Zubat * Common * circle with you in the middle. Use Flash to
* Geodude * Common (BF) * make this circle much bigger allowing you
* Machop * Uncommon * to easily traverse Rock Tunnel. Hurray for HM
* Onix * Uncommon (BF) * slaves! In the Pokemon listings to the left,
* Mankey * Uncommon * BF stands for Basement Floor. There are two
***** large levels to Rock Tunnel. Your on the
top floor currently and will occasionally traverse the bottom floor. Wild
Pokemon are everywhere, so Repel is useful.
```

Its a pretty straightforward route to reach Lavender Town. There are several side patsh leading to dead ends, but not much. There are many trainers so you could have a tough time. Spray some Repel, and face the first trainer.

```
*****
*Pokemaniac Ashton      *
*****
*Cubone      * Lv. 23 * Exp:427*
*Slowpoke   * Lv. 23 * Exp:487*
*****
*Money:$1104          *
```

Well at least these trainers have been raising their Pokemon well. If you have any trouble with this then the rest of the cave is going to be a living hell. If so, head back out and train several more levels until your comfortable with your abilities. After the battle, continue along the path and head to the basement floor. You will find nearby some small rocks that "appear to be breakable". You need HM 06-Rock Smash for this and we don't have it yet. Continue along the path for several more trainers.

```
*****
*Pokemaniac Winston    *
*****
*Slowpoke      * Lv. 25 * Exp:529*
*****
```

*Money:\$1200 *

It is a good thing that Slowpoke is a pretty crappy Pokemon because Level 25 is the highest leveled Pokemon we've seen yet. You shouldn't have much trouble taking it out with ease. If you head directly left of him you will find a Revive. Head back to the main path and fight the next trainer.

*Picnicker Martha *

*Oddish * Lv. 22 * Exp:367*

*Bulbasaur * Lv. 22 * Exp:301*

*Money:\$440 *

Nothing too troubling about this battle. Similar to the Route 9 trainers. Head for the next battle.

*Pokemaniac Steve *

*Charmander * Lv. 22 * Exp:306*

*Cubone * Lv. 22 * Exp:409*

*Money:\$1056 *

Should have evolved into Charmeleon. Even so, he has two Pokemon weak to water so play with that. Continue along the path until you reach a Hiker near a small wall.

*Hiker Allen *

*Geodude * Lv. 25 * Exp:460*

*Money:\$900 *

Pretty simple even though its high leveled. Fight another Hiker on the other side of the stone slab.

*Hiker Eric *

*Machop * Lv. 20 * Exp:376*

*Onix * Lv. 20 * Exp:462*

*Money:\$720 *

Seems that the deeper we go the easier the battles become. Not really a bad thing in particular though. You near the northwest corner of the cavern, and near that corner are the stairs to the upper floor. Head up them.

*Hiker Lenny *

*Geodude * Lv. 19 * Exp:349*

*Machop * Lv. 19 * Exp:357*

*Geodude * Lv. 19 * Exp:349*

*Geodude * Lv. 19 * Exp:349*

*Money:\$684 *

Nothing more than the same Pokemon repeated. I'm rather sick of Geodude's at this point to be honest. Head south for another Hiker.

*Hiker Oliver *

*Onix * Lv. 21 * Exp:462*

*Onix * Lv. 21 * Exp:462*

*Geodude * Lv. 20 * Exp:367*

*Money:\$720 *

Nearby Oliver is another Hiker who has Rock-type Pokemon. That isn't a surprise...

*Hiker Lucas *

*Geodude * Lv. 21 * Exp:387*

*Graveler * Lv. 21 * Exp:603*

*Money:\$756 *

It is about time that somebody evolved their Geodude into Graveler. It has more HP than Geodude so it could take longer to wipe out, but its nothing too special anyways. Nearby Lucas is an Escape Rope. Use it if you want to heal and walk back to this point, or continue forward. Use the stairs and head west some more for several more trainers.

*Picnicker Sofia *

*Jigglypuff * Lv. 21 * Exp:342*

*Meowth * Lv. 21 * Exp:310*

*Pidgey * Lv. 21 * Exp:247*

*Money:\$420 *

Jigglypuff can put you to sleep very easily and can be deadly in this sort of case. After the battle, head north a bit to find a rare Max Ether. Save this for a later time. A little south of Sofia is a move tutor who will teach one of your Pokemon the attack Rock Slide. Head for some more trainers, though. Save them for later.

*Hiker Dudley *

*Geodude * Lv. 21 * Exp:387*

*Geodude * Lv. 21 * Exp:387*

*Graveler * Lv. 21 * Exp:603*

*Money:\$756 *

You've been able to defeat the previous trainers with a party like this. Shouldn't be much different now. Head for the next nearby trainer.

*Pokemaniac Cooper *

*Slowpoke * Lv. 20 * Exp:423*

*Slowpoke * Lv. 20 * Exp:423*

*Slowpoke * Lv. 20 * Exp:423*

*Money:\$960 *

A Slowpoke trio. If you could defeat the Level 25 Slowpokes this will be so much easier. Just past this trainer is the last set of stairs.

Several more trainers try to prevent you from leaving. Oh noes!

*Picnicker Leah *

*Bellsprout * Lv. 22 * Exp:396*

*Cleffairy * Lv. 22 * Exp:319*

*Money:\$440 *

Seen this exact same party already and it hasn't gotten any tougher. Thrash through Leah and challenge the next girl.

*Picnicker Ariana *

*Bellsprout * Lv. 19 * Exp:342*

*Rattata * Lv. 19 * Exp:231*

*Rattata * Lv. 19 * Exp:231*

*Pidgey * Lv. 19 * Exp:223*

*Money:\$380 *

An expansive party, but still easy. Way underleveled compared to what sort of tanks you should be hauling. Defeat the next trainer afterwards.

*Picnicker Dana *

*Meowth * Lv. 20 * Exp:295*

*Pidgey * Lv. 20 * Exp:235*

*Oddish * Lv. 20 * Exp:333*

*Money:\$400 *

The final trainer of Rock Tunnel. She is very simple and you shouldn't have any trouble defeating her unless your all low on HP. You have finally finished Rock Tunnel so wrap up the pathway and leave through the exit. There are several trainers waiting outside but they are all optional. From the Rock Tunnel sign, head 4 steps east and one step north to find a hidden Nanab Berry on the ground. Here are the four trainers. They are similar to the ones in Rock Tunnel. No explanation needed.

*Picnicker Carol *

*Pidgey * Lv. 21 * Exp:346*

*Pidgeotto * Lv. 21 * Exp:508*

*Money:\$420 *

*Hiker Clark *

*Geodude * Lv. 21 * Exp:387*

*Onix * Lv. 21 * Exp:486*

*Money:\$756 *

*Pokemaniac Herman *

*Cubone * Lv. 20 * Exp:372*

*Slowpoke * Lv. 20 * Exp:423*

*Money:\$960 *

*Hiker Trent *

*Onix * Lv. 19 * Exp:439*

*Graveler * Lv. 19 * Exp:544*

*Money:\$684 *

Your here! Enter Lavender Town.

=====

V3.Lavender Town-The Noble Purple Town

=====

A small, purple town on the hillside that sounds and is depressing....

* Poke Mart Shopping List *

Great Ball.....\$600	The Lavender Town Poke Mart is selling some new
Super Potion.....\$700	and better items to make your life better.
Revive.....\$1500	Start off by selling off your stock of Poke
Antidote.....\$100	Balls and trading them in for Great Balls. They
Paralyze Heal.....\$200	have a better capture rate than Poke Balls
Awakening.....\$250	making them useful. Super Repels and Revives
Burn Heal.....\$250	have also appeared so you may wanna buy several
Escape Rope.....\$500	of those, thinking of the future. You probably
Super Repel.....\$500	don't need any Burn Heals.

Off of Route 10 which was the exit of Rock Tunnel you could see a huge building as you walked into town. This is the Pokemon Tower, a place built to honor those Pokemon who have died.

A little down south of the Pokemon Tower is Lavender Town Volunteer Center. Mr. Fuji is the head of the Volunteer Center but sadly he is not inside right now. Talk to the little girl in the house, though for one of Mr. Fuji's Fame Checker entries and the coupon on the table for another one.

Finally south of the Volunteer Center is the Name Rater. In here there is a man that will change the name of one of your Pokemon to whatever you type in. However, you can only change the name of Pokemon YOU have caught, not those

of others that have been traded.

Finally in this area before we leave let's head into the Pokemon Tower for a few seconds. Head up to the second floor and save. Head north a bit to find out Gary has already beaten you here!

=====
V4.Gary Battle #5
=====

My Pokemon:

```
*****
* Pokemon * Level *
*****
*Wartortle* 35 *
*****
*Pidgeotto* 33 *
*****
*Dugtrio * 29 *
*****
```

Gary's Pokemon:

```
Choose your starter*****
----->*      Bulbasaur      *      Charmander      *      Squirtle      *
*****
*Charmeleon:Lv.25 *Wartortle:Lv.25 *Ivysaur:Lv.25 *
*Exp:???) *Exp:???) *Exp:682 *
*Pidgeotto:Lv.25 *Pidgeotto:Lv.25 *Pidgeotto:Lv.25 *
*Exp:604 *Exp:604 *Exp:604 *
*Gyarados:Lv.22 *Exeggcute:Lv.22 *Growlithe:Lv.22 *
*Exp:???) *Exp:???) *Exp:429 *
*Kadabra:Lv.20 *Kadabra:Lv.20 *Kadabra:Lv.20 *
*Exp:621 *Exp:621 *Exp:621 *
*Exeggcute:Lv.23 *Growlithe:Lv.23 *Gyarados:Lv.23 *
*Exp:???) *Exp:???) *Exp:1054 *
*****
*Money:$900 *
*****
```

It appears the Gary's Gameshark broke somewhere along his training because he dumped his haxxed Raticate from his team. The teams now differ based on your started unlike before.

Exeggcute is capable of using Stun Spore. If you use Flying or Fire-type attacks it will burn away quickly leaving you safe. Gyarados is able to cause some serious damage to your team with its high stats. It knows powerful Water moves and it knows Thrash. That attack can cause massive harm to your Pokemon, but on the upside it will confuse Gyarados after several turns of being used. Use an Electric attack if you have one to dispose of him. Growlithe isn't a big deal right now in the game so use some Water-type attack to waste him.

Once you have thrashed Gary again (doesn't he ever realize your better than him?) he will say he caught a Cubone (didn't see it in battle, buddy) and he couldn't find the mother Marowak (Is he drunk? There ARE no Marowak in Pokemon Tower!). He will then stomp off, furious you kicked his ass. You can now get out of the Pokemon Tower or attempt climbing to the top. You will find out that's impossible due to a ghost blocking your way. Also, any Pokemon encounter will be labeled "Ghost" and your Pokemon are too afraid to attack it and Poke Balls miss it. Your only option is to flee from the scene. Just get out of Pokemon Tower for now.

You could head to Route 11, south of Lavender. But remember from earlier that Snorlax that blocked our way? Well, he hasn't moved a budge and the bulldozers aren't getting there anytime soon. Out only other method of travel now is to the west.

=====
V5.Underground Path 2-Celedon City
=====

***** We are right back on track and put on Route
* Route 8 Pokemon Listings * 8. We are now back with wild Pidgey's and
***** Meowth's again, but you're used to that.
* Pidgey * Common * Vulpix and Growlithe are the two newcomers
* Meowth * Common * for wild Pokemon and if you didn't choose
* Sandshrew * Common (LG) * Charmander as your starter then these are
* Ekans * Common (FR) * the first seen Fire-types in the game.
* Vulpix * Rare (LG) * Growlithe has high Special Attack while
* Growlithe * Rare (FR) * Vulpix has high speed. Get your version
***** exclusive Pokemon if you want to. There are
several trainers on this route nearby. Let's go defeat them!

*Lass Julia *

*Cleairy * Lv. 22 * Exp:319*
*Cleairy * Lv. 22 * Exp:319*

*Money:\$352 *

Two boring Cleairy's, both of which know Metronome which will choose a random move to use. It could be anything from Splash to Explosion. Hope to get lucky.....Face the other trainer afterwards.

*Gamer Rich *

*Growlithe * Lv. 24 * Exp:468*
*Vulpix * Lv. 24 * Exp:324*

*Money:\$1728 *

What's funny, besides the fact this guy is easy, is that backwards his name is "Rich Gamer" and he has the two version exclusive Pokemon on this route. Eh. The small patch of grass holding the Pokemon on this route is surrounded by a wall with several Cuttable trees on the side. There are several hidden berries inside of there too.

From the right-side Cut tree, standing where the tree once stood. Take 5 steps to the left and then take 1 step north and press A for a hidden Rawst Berry. From that spot, head 4 spaces south and press A for a hidden Leppa Berry. Then take 4 steps to the west then 2 steps north and press A one more time for a hidden Lum Berry. Head out of the left-side wall Cut tree and head north. There are several more trainers around the bend for you.

*Super Nerd Glenn *

*Grimer * Lv. 22 * Exp:423*
*Grimer * Lv. 22 * Exp:423*
*Muk * Lv. 22 * Exp:739*

*Money:\$528 *

Some more Poison-types for you to deal with. Sludge has an often chance of Poisoning its target, in which case after the battle quickly run for the Pokemon Center and then face the trainers below.

*Twins Eli & Anne *

*Clefairy * Lv. 22 * Exp:159*

*Jigglypuff * Lv. 22 * Exp:178*

*Money:\$528 *

This isn't an ordinary battle. If you haven't played any of the other games in the 3rd generation then this concept will be new to you. This is a Double Battle, one of the few in the game. You send out two Pokemon and your foes send out 2 Pokemon and fight eachother normally, giving commands for both Pokemon. It is kinda similar to a normal battle. Working in tandem with your partner is crucial. Try not to have a crapified Pokemon in your second slot or you will be in trouble when the battle begins. Do your best and heal if it is necessary. Fight the next trainers.

*Lass Paige *

*Nidoran(F) * Lv. 23 * Exp:289*

*Nidorina * Lv. 23 * Exp:576*

*Money:\$368 *

Nothing too special from this battle. Similar to previous ones, these guys have Poison Sting and it may Poison you. Be careful.

*Super Nerd Leslie *

*Koffing * Lv. 26 * Exp:634*

*Money:\$624 *

Another trainer who can Poison you. That's typical. Koffing has Self-Destruct and will use it when near dead. Try to finish it off completely, otherwise it is taking you down with him.

*Lass Andrea *

*Meowth * Lv. 24 * Exp:354*

*Meowth * Lv. 24 * Exp:354*

*Meowth * Lv. 24 * Exp:354*

*Money:\$384 *

A party of Meowth's. If they use Pay Day then you get free money after the battle. Other than that, this is another simple battle.

*Lass Megan *

```
*****
*Pidgey      * Lv. 19 * Exp:222*
*Nidoran(M) * Lv. 19 * Exp:243*
*Rattata    * Lv. 19 * Exp:231*
*Meowth     * Lv. 19 * Exp:280*
*Pikachu    * Lv. 19 * Exp:333*
*****
```

```
*Money:$304
*****
```

Megan has a ton of Pokemon on her team, but the thing they all have in common is that they are pretty weak considering they are at Level 19. Have fun wiping them all out in 1 shot, maybe 2.

```
*****
*Biker Jaren
*****
```

```
*Grimer     * Lv. 24 * Exp:462*
*Grimer     * Lv. 24 * Exp:462*
*****
```

```
*Money:$480
*****
```

Like most Biker's and Super Nerds, this guy can Poison you pretty easily. You know what to do when that happens.

```
*****
*Biker Ricardo
*****
```

```
*Koffing    * Lv. 22 * Exp:537*
*Koffing    * Lv. 22 * Exp:537*
*Grimer     * Lv. 23 * Exp:442*
*****
```

```
*Money:$460
*****
```

Not muc else to say. They can Poison you. If you have a Kadabra or Alakazam then Psychic/Confusion works wonders in this battle.

```
*****
*Gamer Stan
*****
```

```
*Poliwag   * Lv. 22 * Exp:363*
*Poliwag   * Lv. 22 * Exp:363*
*Poliwhirl * Lv. 22 * Exp:616*
*****
```

```
*Money:$1584
*****
```

Finally there is something a little different in this battle. If you have any electric attacks then use them.

```
*****
*Super Nerd Aidan
*****
```

```
*Voltorb   * Lv. 20 * Exp:441*
*Voltorb   * Lv. 20 * Exp:441*
*Magnemite * Lv. 20 * Exp:381*
*Koffing   * Lv. 20 * Exp:487*
*****
```

```
*Money:$480
*****
```

Mostly and Electric-type team and you should already have a counter for that. There is also Koffing. 'nuff said.

That's all the trainers on this route, so let's head into the guardhouse. Uh-oh! This leads to Saffron City and the guards are still thirsty! How annoying. The only other path is Underground Path. It also bypasses Saffron just like the previous path. There's tons of sucky items here if you actually care about them...

From the stairs, head to the top wall and walk three steps to the right and face south to find a hidden Ice Heal which is useless for a long time. Stand on the blue line after that and follow it until you pass a light. Stand where the two objects intersect and walk five steps west then face south for a hidden Antidote.

Stay on the blue line until you come up to another light. Two steps from you position to the left, face north and you will find a Burn Heal. Continue until you find a gap between the next light and the light you are at. Stand under the next light for a hidden Awakening while facing south.

Head for the fifth light and still on the blue line, move five steps west of the light and face south for a hidden Paralyze Heal. When you reach the end, stand in front of the stairs and one step up and three steps right for a hidden Potion. Yay useless items! Head outside, finish the route and enter Celedon City.

=====
V6.Celedon City-The City of Rainbow Dreams
=====

Celedon City is the largest city in Kanto, and the most populated. There is plenty to do and hidden things to do that we must accomplish. Before we get into the required stuff, let's have some fun shopping at the Celedon Department Store found on the west side of town.

=====
V7.The Celedon Department Store
=====

The Celedon City Department Store attracts large crowds onto its large floorings. There are 5 floors and a rooftop, all of which sell different items. If you need something, it is here.

```
*****
*   Second Floor TM Shop   * *   Second Floor Item Shop   *
*****
*TM 05.....$1000* *Great Ball.....$600*
*TM 15.....$7500* *Super Potion.....$700*
*TM 28.....$2000* *Revive.....$1500*
*TM 31.....$3000* *Antidote.....$100*
*TM 43.....$3000* *Paralyze Heal.....$200*
*****
*Awakening.....$250*
  On the 3rd floor is a man   *Burn Heal.....$250*
  man behind a counter who   *Escape Rope.....$500*
  teach a Pokemon the attack *Super Repel.....$500*
  Counter.                   *****
```

```
*****
* Fourth Floor Battle Shop * *   Fifth Floor Drug Shop   *
*****
*Poke Doll.....$1000* *HP Up.....$9800*
*Retro Mail.....$50* *Protein.....$9800*
*Fire Stone.....$2100* *Iron.....$9800*
*Water Stone.....$2100* *Calcium.....$9800*
```

Thunder Stone.....\$2100 *Zinc.....\$9800*
Leaf Stone.....\$2100 *Carbos.....\$9800*

* Fifth Floor Battle Shop * * Rooftop Vending Machines *

X Attack.....\$500 *Fresh Water.....\$200*
X Defense.....\$550 *Soda Pop.....\$300*
X Speed.....\$350 *Lemonade.....\$350*
X Special.....\$350 *****
X Accuracy.....\$950 Give the thirsty girl Fresh Water
Guard Special.....\$700 for a TM 16, Soda Pop for a TM 20
Dire Hit.....\$650 and a Lemonade for a TM 33.

Buy whatever items you desire then enter the large building just to the right of the Department Store.

=====
V8.Game Freak's Pokemon Mansion
=====

Enter the Pokemon Mansion, how of the "developers" of the game. The old lady on the first floor will hand you the item Tea. We will be using it later. The second floor has a bookshelf which is where Erika's last Fame Checker entry is located.

We need to head for the back of Pokemon Mansion. Leave through the front door and head right until you see an opening for the north. Follow it to reach the backdoor of Pokemon Mansion. Climb several sets of stairs to reach a secret room on the rooftop. Inside will be the Pokemon Eevee at Level 25 sitting on the table waiting for you.

Eevee, the evolutionary Pokemon, can evolve 5 different ways:

- Fire Stone-Flareon
- Water Stone-Vaporeon
- Thunder Stone-Jolteon
- Happiness Evolution (Day)-Espeon
- Happiness Evolution (Night)-Umbreon

You can't obtain Espeon or Umbreon in FireRed/LeafGreen because there is no internal clock. You need to trade in the two from Colosseum or R/S/E. The Stone evolutions are easy to get as the Stones come cheap at the Celedon Department Store. Head back outside and head left for an Ether. Evolve your Eevee now if you wish.

=====
V9.The Rocket Game Corner
=====

Welcome to the Rocket Game Corner, a good way to waste your life (and money) playing rigged slot machines! We aren't here for the games, though. If you are look at the appropriate future section for that. Instead, you may note Team Rocket runs the game corner (Dur. ROCKET Game Corner?).

Also of note:You can challenge Erika, the hot Gym Leader right now should you choose to do so. However, the experience here will probably be worked better for Erika than doing her now.

The Game Corner has a red roof, located a little south of the Pokemon Center. There is a Rocket Grunt standing near a poster inside. Talk to him for a battle.


```
*****
*Team Rocket Grunt          *
*****
*Raticate    * Lv. 20 * Exp:487*
*Zubat      * Lv. 20 * Exp:231*
*****
*Money:$640                *
*****
```

Well, we went down many levels since our previous fights. Also, this is the first legit Raticate. Team Rocket isn't THAT evil after all ^_^ The Grunt after defeat will run into a wall and disappear. Examine the poster to push a switch revealing stairs leading into their Hideout.

Your given a cool looking picture of the area before your given control back to your character. There's a lot to do here and our main goal is to find the item that reveals ghosts back at the Pokemon Tower. Head right to find a surprised Grunt.

```
*****
*Team Rocket Grunt          *
*****
*Drowzee     * Lv. 21 * Exp:459*
*Machop      * Lv. 21 * Exp:396*
*****
*Money:$672                *
*****
```

Not hard at all. Head to the left for another Grunt battle.

```
*****
*Team Rocket Grunt          *
*****
*Raticate    * Lv. 21 * Exp:522*
*Raticate    * Lv. 21 * Exp:522*
*****
*Money:$672                *
*****
```

This Grunt was guarding a room. Head into it for an Escape Rope lying on the ground. Head back to the entrance stairs and go right, downstairs. Follow the short path for another battle.

```
*****
*Team Rocket Grunt          *
*****
*Zubat       * Lv. 17 * Exp:196*
*Zubat       * Lv. 17 * Exp:196*
*Raticate    * Lv. 17 * Exp:421*
*Koffing     * Lv. 17 * Exp:414*
*Grimer      * Lv. 17 * Exp:327*
*****
*Money:$544                *
*****
```

You will be near another staircase. Head down these stairs to be greeted by yet another Grunt.

```
*****
*Team Rocket Grunt          *
*****
*Machop      * Lv. 21 * Exp:396*
*Machop      * Lv. 21 * Exp:396*
```

*Money:\$672 *

For an evil crime syndicate they need better security and Pokemon. Imbeciles. Head south of where you fought the Grunt for a fun arrow maze. There is also TM 21-Frustration on the ground nearby. These tiles will force you in that direction they are pointing in until you hit another tile. If its another arrow tile you will continue on moving in the direction the tile is facing. If it's a yellow tile with square emblems then you will stop spinning. People may remember in the original you moved pitfully slow on these things. Now you move really fast. Don't get dizzy! Step on the arrow pointing south to reach a Rare Candy.

Step on the arrow pointing north to return to the main area, then walk all the way around to the other side and step on the left arrow. Head down into the right arrow, the walk all the way to the far left wall. Walk to the bottom of the room and sep onto the top arrow pointing right. You will wind up in a battle.

*Team Rocket Grunt *

*Rattata * Lv. 20 * Exp:241*

*Raticate * Lv. 20 * Exp:496*

*Drowzee * Lv. 20 * Exp:436*

*Money:\$640 *

Non-evolved Rattata=PHAIL. After the battle, head along the path and collect the Blackglasses on the floor. When held by a Pokemon these raise the power of Dark-type moves by 10%. Head downstairs and left to reach a table with TM 49-Snatch and another Grunt.

*Team Rocket Grunt *

*Koffing * Lv. 21 * Exp:513*

*Zubat * Lv. 21 * Exp:243*

*Money:\$672 *

Another easy Grunt battle. This Grunt will drop the Lift Key which allows you to use the elevator in the Rocket Hideout. Head all the way back to the main area with the direction tiles. Step on the bottom arrow. This will lead you to the second of four Moon Stone's in Kanto. Make your way to the X Special on the ground nearby, avoiding the arrow tiles. Nearby is TM 12-Taunt on the ground as well.

There is nothing else of importance down here save for a Super Potion in which case take to bottom right arrow. If you want to complete this area then take either the top or middle right arrows. Head to the main area and head back upstairs. This time you aiming for the staircase in the southern area of the room. You should wind up there if you followed the above instructions.

When you get back upstairs you can find another battle nearby.

*Team Rocket Grunt *

```
*Rattata      * Lv. 19 * Exp:231*
*Raticate     * Lv. 19 * Exp:471*
*Raticate     * Lv. 19 * Exp:471*
*Rattata      * Lv. 19 * Exp:231*
*****
*Money:$608
*****
```

In the upper left corner of this room lies a Hyper Potion sitting on a table. No need to use it now, so save it for later and battle the Grunt standing next to the table.

```
*****
*Team Rocket Grunt
*****
*Grimer       * Lv. 20 * Exp:385*
*Koffing      * Lv. 20 * Exp:487*
*Koffing      * Lv. 20 * Exp:487*
*****
*Money:$640
*****
```

After these battles which shouldn't have been any problem, head back down to the lowest floor. The elevator is near the stairs and since we have the Lift Key we are able to enter it. Enter the elevator and select B4 as your destination (though not a Battleship move, Basement (Level) 4). Head left for the last item in this area, a Calcium. Head back near the elevator and wipe out the two Grunts guarding a door.

```
*****
*Team Rocket Grunt
*****
*Sandshrew    * Lv. 23 * Exp:457*
*Ekans        * Lv. 23 * Exp:304*
*Sandslash    * Lv. 23 * Exp:802*
*****
*Money:$736
*****
```

He got Ground-type! We gonna die! >_> Still simple...

```
*****
*Team Rocket Grunt
*****
*Ekans        * Lv. 23 * Exp:304*
*Sandshrew    * Lv. 23 * Exp:457*
*Arbok        * Lv. 23 * Exp:724*
*****
*Money:$736
*****
```

Hopefully you won't get poisoned by these guys. The door will open, so head through into the final room.

=====
V10.How 'bout Them Security Camera's, Giovanni?
=====

As you can see, Giovanni is the leader of Team Rocket. He isn't in the happiest of moods by ripping through his crew of idiots with haxed Pokemon so he is going to destroy your Pokemon as payment for your damage. Of course, that isn't likely to happen.

My Pokemon:

```

* Pokemon * Level *
*****
*Blastoise* 36 * now?
*****
*Pidgeotto* 34 *
*****
*Dugtrio * 36 *
*****
*Flareon * 25 *
*****

```

Giovanni's Pokemon:

```

*****
*Rocket Leader Giovanni *
*****
*Onix * Lv. 25 * Exp:577*
*Rhyhorn * Lv. 24 * Exp:693*
*Kangaskhan * Lv. 29 * Exp:1087*
*****
*Money:$2900 *
*****

```

Giovanni shouldn't be any challenge even after ripping through every Rocket Grunt you've faced so far. Onix and Rhyhorn can easily be taken out with one Water move. Kangaskhan has a superb Attack power, but its moves suck so horribly you won't get too hurt from him. Not much else to say. Unless you've avoided every trainer so far this should pose little trouble. If you do lose, train your Pokemon up several more levels.

Grab the Silph Scope that Giovanni leaves behind. We can use this to see the identity of Ghosts now. But first, let's beat the Gym Leader. Head back outside (Escape Rope, anyone?) and head south to find a tree you can cut down. Do so and follow the short path to the gym with a peeping tom outside, staring at all the girl's.

When you leave Rocket Hideout you may be stopped by this final Grunt:

```

*****
*Team Rocket Grunt *
*****
*Grimer * Lv. 22 * Exp:423*
*Koffing * Lv. 22 * Exp:537*
*****
*Money:$536 *
*****

```

=====
V11.Celedon City Gym
=====

Yeah...it really is a girl's only gym. Sexy! Especially if your character is male then you get yelled at! Here are the 7 trainers in Erika's gym. Same strategy for all of them:Burn their asses with Flareon/Ninetales/Arcanine!

```

*****
*Beauty Tamia *
*****
*Bellsprout * Lv. 24 * Exp:432*
*Bellsprout * Lv. 24 * Exp:432*
*****
*Money:$1728 *
*****

```

Talk to Tamia again after winning for some info into Erika's Fame Checker.

```
*****
*Lass Kay *
*****
*Bellsprout * Lv. 23 * Exp:414*
*Weepinbell * Lv. 23 * Exp:744*
*****
*Money:$368 *
*****
```

```
*****
*Beauty Bridget *
*****
*Oddish * Lv. 21 * Exp:351*
*Oddish * Lv. 21 * Exp:351*
*Bellsprout * Lv. 21 * Exp:378*
*Bellsprout * Lv. 21 * Exp:378*
*****
*Money:$1512 *
*****
```

```
*****
*Picnicker Tina *
*****
*Bulbasaur * Lv. 24 * Exp:328*
*Ivysaur * Lv. 24 * Exp:724*
*****
*Money:$480 *
*****
```

```
*****
*Cooltrainer Mary *
*****
*Bellsprout * Lv. 22 * Exp:396*
*Oddish * Lv. 22 * Exp:367*
*Weepinbell * Lv. 22 * Exp:711*
*Gloom * Lv. 22 * Exp:621*
*Ivysaur * Lv. 22 * Exp:664*
*****
*Money:$792 *
*****
```

```
*****
*Beauty Lori *
*****
*Exeggcute * Lv. 24 * Exp:504*
*****
*Money:$1728 *
*****
```

```
*****
*Lass Lisa *
*****
*Oddish * Lv. 23 * Exp:390*
*Gloom * Lv. 23 * Exp:649*
*****
*Money:$368 *
*****
```

Talk to Lisa again for another log into Erika's Fame Checker.

My Pokemon:

```
*****
* Pokemon * Level *
***** Pidgeot FTW!
*Blastoise* 36 *
*****
*Pidgeot * 37 *
*****
*Dugtrio * 37 *
*****
*Flareon * 29 *
*****
```

Erika's Pokemon:

```
*****
*Gym Leader Erika *
*****
*Victreebel * Lv. 29 * Exp:1186*
*Tangela * Lv. 24 * Exp:853*
*Vileplume * Lv. 29 * Exp:1143*
*****
*Money:$2900 *
*****
```

This battle may seem tough with Erika's high leveled Grass-type Pokemon, especially her Victreebel which is the fully evolved form of Bellsprout. All of her Pokemon sport the attack Giga Drain which will suck a lot of your life away and convert half of the damage into restoring HP back to her own Pokemon and this can get quite annoying fast. It also drags out the battle a little bit longer. Because Vileplume is also part Poison, you are able to use a Psychic attack for a super-effective hit. Also remember that Flying and Fire-type attacks work beautifully in this battle. All of her Pokemon are able to cause status effects. Bring some Paralyze Heals and Awakening because it is likely that such status effects will occur to you. Hit Erika into submission to earn your fourth badge, the Rainbow badge and TM 19-Giga Drain and the ability to use Strength outside of battle.

~VI.The Long Road to Fuchsia City, Wherein Lies the Fifth Badge~

```
*****
***Mission Objectives***
*****
-Obtain HM 02-Fly
-Finish Pokemon Tower
-Choose one of two routes to reach Fuchsia City
-Enter the Safari Zone
-Obtain more HM's
-Battle for your Fifth Badge
```

Now that we have the Silph Scope safely tucked away that Giovanni gave us we can freely reach the top of Pokemon Tower and do whatever business needs to be done up there. Before we do that we should pick up a HM that will make traveling so much easier. Head west out of Celadon City. You will be quickly stopped by yet another Snorlax. We can't do anything about the tub of lard so we need to continue onwards. Nearby this Snorlax is a tree that you can Cut. Do so and battle the two people waiting nearby.

```
*****
*Young Couple Lea and Jed *
*****
```

*Rapidash * Lv. 29 * Exp:1190*

*Ninetales * Lv. 29 * Exp:1104*

*Money:\$1624 *

This is your second double battle in the game. Several Water or Ground-type attacks will easily KO both of these Pokemon. After the battle, enter the guardhouse to the left to find a guy inside surprised you found this secret area (A lousy tree guarded it. Talk about security). Head out the door to the left to find a house where a little girl inside is living with her Pokemon in recluse. She will hand you HM 02-Fly in exchange for not telling her secret.

Teach Fly to an HM slave or make it the primary Flying-type move of one of those on your team. Outside of battle you can use Fly to instantly visit any of the towns you have already been in. So if you wanted to you COULD head back to Pallet Town, albeit there's nothing there. Instead, make things easy and fly straight to Lavender Town.

=====
VII. Team Rocket Infestation of Pokemon Tower
=====

If you haven't already healed up then do so now in Lavender Town, then enter the Pokemon Tower once again. If you've followed this guide then you should have already fought Gary. If not, he will be on the second floor and head to the appropriate section regarding that. There isn't anything else on the second floor so head for the third floor. The rooms from here on are all hazy, which looks pretty cool like something creepy is going on (This IS a placee for the dead ya know). Also, from here to the sixth floor you will find wild Pokemon. Here they are:

Pokemon Tower Pokemon Listings

* Gastly * Common *

* Haunter * Uncommon *

* Cubone * Rare *

These are the only Pokemon which you will find inside Pokemon Tower. Gastly can only be found here, and so can its evolution Haunter. There are other places to find Cubone but this is the first one. It may take you a long time to find one with so many Gastly running wild inside of here. Whether you want to spend the time finding one or hoping it runs into you is your decision. Head north from the stairs and fight the first trainer.

*Channeler Hope *

*Gastly * Lv. 23 * Exp:468*

*Money:\$736 *

There are a ton of Channelers (what the hell IS a Channeler anyways?) inside Pokemon Tower. All of them use Ghost-type Pokemon, preferably Gastly so all of these battles are pretty similar. If you can kill this Gastly then these trainers should be a sinch. Collect the Escape Rope to the left of her and move down the path to the next trainer.

*Channeler Patricia *

*Gastly * Lv. 22 * Exp:447*

*Money:\$704 *

Nothing hard about this battle. Actually, it should be easier. Head north in the path to find the last Channeler on this floor.

*Channeler Carly *

*Gastly * Lv. 24 * Exp:487*

*Money:\$768 *

Defeat the lone Gastly and continue up to the fourth floor. There is another Channeler next to the stairs.

*Channeler Laurel *

*Gastly * Lv. 23 * Exp:468*

*Gastly * Lv. 23 * Exp:468*

*Money:\$736 *

There is an Elixir to the left of Laurel. Head south on the path to find another trainer.

*Channeler Jody *

*Gastly * Lv. 22 * Exp:447*

*Money:704 *

Follow the path to a small nook with a free Great Ball lying on the ground. Continue down the pathway until you reach the stairs where a Channeler guards it with her Gastly.

*Channeler Paula *

*Gastly * Lv. 24 * Exp:487*

*Money:\$768 *

Nothing interesting nearby her. Head up the stairs to the fifth floor. There is another trainer standing near a small square grid on the floor.

*Channeler Ruth *

*Gastly * Lv. 22 * Exp:447*

*Money:\$704 *

Still nothing difficult about these trainer less you be underleveled. Head right to face a Channeler by the stairs.


```
*****
*Channeler Tammy *
*****
*Haunter * Lv. 23 * Exp:621*
*****
*Money:$736 *
*****
```

Finally things are starting to change. Someone has a Haunter which is the evolved form of Gastly, obviously. It knows Curse which will reduce its own HP by half to put a Curse on you which after every turn you lose a significant amount of HP. Curse can kill Haunter too so it shouldn't prove that difficult. Walk into the grid on the floor of you haven't already. Your entire team will be healed. Use this as many times as you like if you need to. Grab the Cleanse Tag near Tammy and continue to the stairs.

```
*****
*Channeler Karina *
*****
*Gastly * Lv. 24 * Exp:487*
*****
*Money:$768 *
*****
```

Now we are back to plain old Gastly. Head for the next trainer near Karina.

```
*****
*Channeler Janae *
*****
*Gastly * Lv. 22 * Exp:447*
*****
*Money:$704 *
*****
```

Grab the Nugget next to Janae and head to the sixth floor. Fight the trainer north of the stairs.

```
*****
*Channeler Angelica *
*****
*Gastly * Lv. 22 * Exp:447*
*Gastly * Lv. 22 * Exp:447*
*Gastly * Lv. 22 * Exp:447*
*****
*Money:$704 *
*****
```

This trio of Gastly's is nothing to be scared over at. An X Accuracy is right next to Angelica. Continue along the path for the next Channeler.

```
*****
*Channeler Jennifer *
*****
*Gastly * Lv. 24 * Exp:487*
*****
*Money:$768 *
*****
```

Nothing special. Fight the last Channeler in Pokemon Tower.

```
*****
*Channeler Emilia *
*****
*Gastly * Lv. 24 * Exp:487*
*****
```

*Money:\$768 *

Exactly the same as the last battle. Head for the stairs to the seventh floor. When you reach them a Pokemon will attack! It is a Ghost but the Silph Scope reveals it to be a Lv. 30 Marowak. Sadly you are not allowed to catch it for whatever reason. You can run from this battle but I would do it just for some more experience onto your Pokemon. On the seventh floor lies several Team Rocket members.

*Team Rocket Grunt *

*Zubat * Lv. 25 * Exp:288*

*Golbat * Lv. 25 * Exp:915*

*Zubat * Lv. 25 * Exp:288*

*Money:\$800 *

Standard roster for all Team Rocket members. Fight the next one in line.

*Team Rocket Grunt *

*Koffing * Lv. 26 * Exp:634*

*Drowzee * Lv. 26 * Exp:567*

*Money:\$832 *

You will find out that Team Rocket has been keeping Mr. Fuji hostage up here this whole time. Stop the final Team Rocket member.

*Team Rocket Grunt *

*Zubat * Lv. 23 * Exp:265*

*Rattata * Lv. 23 * Exp:280*

*Zubat * Lv. 23 * Exp:265*

*Raticate * Lv. 23 * Exp:571*

*Money:736 *

This guy is really simple to what we just fought through. Once he has been defeated talk to Mr. Fuji. He will explain that he actually came up here by his free will to stop Team Rocket from killing harmless Pokemon like the salvage idiots they are. You will both teleport back to the Volunteer Center at the middle of Lavender Town. Mr. Fuji will hand over the Poke Flute for your efforts. This item will awaken any Pokemon that hear's its soft melody inside or out of battle. This item makes it useless to buy anymore Awakenings to feel free to sell your extras now. Let us continue our journey.

=====

VI2.Two Roads to Fuchsia City

=====

We have the Poke Flute now so we can finally wake up the Snorlax that block our path to Fuchsia City. However if you remember there are two Snorlax's. One on the route south of Lavender and one west of Celedon. Both block the path to routes leading to Fuchsia City but it is your choice which one you want to take first and never set foot in or do the other one later.

You have the southern routes of Routes 12-15, most of which covers Silence

Bridge. It isn't all silent as it is littered with trainers and the majority of them are unavoidable. The path is very long to Fuchsia but on the bright side you should be standing right near it.

You can also head for Cycling Road which is west of Celedon City. Cycling Road a downhill path built just for bike owners. As such, only bikers inhabit the road as trainers but EVERY last one of them is able to be skipped. They are good experience though and there is a lot of them so it's worth your time battling them all.

I choose Cycling Road first as it's the fastest. However, you can also do Silence Bridge now or later for experience.

=====
VI3.The Downhill Ride of Cycling Road
=====

Cycling Road is sure to get you down to Fuchsia City in a jiffy. Although there are several trainers on the road there, there's several patches of grass where you can stop to catch some fresh new faces. Fly to Celedon City if you choose this path.

West of the city is Cycling Road, but a Snorlax blocks the path. Stand next to Snorlax and use the Poke Flute. After a few seconds of hearing this calm music apparently hated by Pokemon, Snorlax will wake up from its peaceful sleep and attack in a grumpy rampage.

The large Snorlax is only at a mere Lv. 30, but has a substantial amount of HP (Generally around 150 at this point). As if that wasn't enough, he has a really high Special and Normal Defense so your attacks won't be doing too much damage for a while. Should you kill Snorlax like a fool, don't panic. There is another Snorlax on Silence Bridge and the industrial cranes aren't moving it anytime soon. Also, Snorlax has a high attacks stat (although with few attacks to really hit you with other than Body Slam which may paralyze you as well). Snorlax knows Rest so it will restore all of its HP whenever it feels like it. You should capture him now so you can kill the remaining Snorlax without thinking too much about it. Use the Itemfinder on the spot where Snorlax once was to find a Leftovers which when held by a Pokemon restores 1/16ths of their HP after every turn. Enter the guardhouse right next to this spot. Inside and upstairs is another one of Professor Oak's aide's. This time around if you have at least 40 different kinds of Pokemon in your Pokedex he will hand you the Amulet Coin. When this item is attached to a Pokemon and they participate in a trainer battle, then you receive double money when the battle ends. Useful if you are a penny pincher and love wasting any money you earn in this game.

The guard in the gatehouse refuses to let anyone pass without a bike. Of course, you should have one. If you don't, WHY didn't you get one much earlier? Enter Cycling Road.

You will find six bikers waiting for you as soon as you walk outside. You can maneuver around them all, but why bother? Fight them all for experience then fight the bikers a little south of them. Here they are from right to left in the order you see them.

*Biker Lao *

*Grimer * Lv. 29 * Exp:558*
*Koffing * Lv. 29 * Exp:708*

*Money:\$580 *

Biker's prefer the same kinds of Pokemon that Team Rocket uses so these battles should end nicely.

*Cue Ball Koji *

*Machop * Lv. 28 * Exp:528*

*Mankey * Lv. 28 * Exp:444*

*Machop * Lv. 28 * Exp:528*

*Money:\$672 *

Cue Balls...like Biker's but prefer Fighting-types. Nothing major to note here. move to the next trainer.

*Cue Ball Luke *

*Mankey * Lv. 29 * Exp:459*

*Machop * Lv. 29 * Exp:546*

*Money:\$696 *

Easier than the previous battle. Fight the next Biker.

*Biker Hideo *

*Weezing * Lv. 33 * Exp:1222*

*Money:\$660 *

There is a possibility that Weezing may poison you. Fly back to Celedon to cure it if need be.

*Biker Ruben *

*Weezing * Lv. 28 * Exp:1038*

*Koffing * Lv. 28 * Exp:684*

*Weezing * Lv. 28 * Exp:1038*

*Money:\$560 *

A good trainer for experience. Not much more to say.

*Cue Ball Camron *

*Mankey * Lv. 29 * Exp:456*

*Machop * Lv. 29 * Exp:546*

*Money:\$696 *

The Cue Balls like solely using these Pokemon for some reason...

*Biker Virgil *

```
*****
*Weezing      * Lv. 28 * Exp:1038*
*Koffing      * Lv. 28 * Exp:684*
*Weezing      * Lv. 28 * Exp:1038*
*****
*Money:$560
*****
```

You've already fought this exact party. No different here.

```
*****
*Cue Ball Isaiah
*****
*Machop       * Lv. 29 * Exp:546*
*Machop       * Lv. 29 * Exp:1198*
*****
*Money:$696
*****
```

What? No Machoke?

```
*****
*Cue Ball Raul
*****
*Mankey       * Lv. 29 * Exp:459*
*Primeape     * Lv. 29 * Exp:925*
*****
*Money:$696
*****
```

The last trainer in this bunch carries a Primeape, but at its low level can easily be destroyed.

```
*****
*Cycling Road Pokemon Listings *
*****
* Doduo       * Common   *
* Rattata     * Rare     *
* Raticate    * Common   *
* Spearow     * Uncommon *
* Fearow      * Rare     *
*****
```

As you can see by the listings, Rattata has become endangered or something and they have mostly evolved into Raticate. They are pretty good experience if it wasn't for the fact you can use the VS Seeker at the six bikers on the top of Cycling Road and face them over and over again. Not only is it better experience, but you also get money. Catch a Doduo as this is your first and last time seeing one in the wild.

If you continue through Cycling Road the path is split by a water pond. Head on the right side and once you pass the third sign on the left next to the water, head one space up and one right. Use the Itemfinder to discover a hidden Rare Candy lying on the ground. Head south some more to find four more bikers driving around.

```
*****
*Biker Nikolas
*****
*Voltorb     * Lv. 29 * Exp:639*
*Voltorb     * Lv. 29 * Exp:639*
*****
*Money:$580
*****
```

Use some Ground or Rock-type attack to finish off both Voltorb quickly.

```
*****
*Cue Ball Corey          *
*****
*Primeape      * Lv. 29 * Exp:925*
*Machoke       * Lv. 29 * Exp:906*
*****
*Money:$696           *
```

If you have a flier (and you should) then something like Peck or Wing Attack will easily tear through both Fighting-types Corey has.

```
*****
*Cue Ball Zeek         *
*****
*Machoke       * Lv. 33 * Exp:1032*
*****
*Money:$792           *
```

Nothing more than a higher leveled Machoke. Wing Attack will suffice here.

```
*****
*Biker William        *
*****
*Koffing       * Lv. 25 * Exp:610*
*Koffing       * Lv. 25 * Exp:610*
*Weezing      * Lv. 25 * Exp:925*
*Koffing       * Lv. 25 * Exp:610*
*Weezing      * Lv. 25 * Exp:925*
*****
*Money:$500           *
```

One heck of a lotta Koffing's and Weezing's. All of them are incredibly underleveled so taking them out slowly one by one will work just fine here. After the battle, head back up to the top of the water pond and take the path on the left to find another biker spinning around.

```
*****
*Biker Billy         *
*****
*Muk             * Lv. 33 * Exp:1110*
*****
*Money:$660           *
```

Muk can VERY easily Poison you. Also, the attack Minimize increases its evasion. Kill him quickly before it becomes a long battle. Head south down the road some more to find yet another fork with a water pond in the middle. Head for the right side again. You will pass a sign reading "Please watch out for any discarded items." From that point, take two steps left of the front of the sign to find a hidden Full Revive on the ground after using the Itemfinder. Head back to the fork and take the left path. Two more bikers inhabit this area.

```
*****
*Cue Ball Jamal      *
*****
*Mankey         * Lv. 26 * Exp:441*
*Mankey         * Lv. 26 * Exp:441*
*Machop         * Lv. 26 * Exp:489*
```

*Machamp * Lv. 26 * Exp:1074*

*Money:\$624 *

What a fun family of Fighting-types! No Machoke this time around, but Machamp can easily crush your Normal types should you actually be using any. Kill him fast as the rest of his team is garbage.

*Biker Jaxon *

*Weezing * Lv. 29 * Exp:1074*

*Muk * Lv. 29 * Exp:975*

*Money:\$580 *

If you get Poisoned you may want to switch out quickly. The added damage after every turn can become quite painful. If you get in front of the light pole several steps away from Biker Jaxon, then use the Itemfinder to discover a hidden PP Up on the ground. Use it on a good move or save it for later.

Those were the last trainers in Cycling Road thankfully. Wasn't too hard now then was it? Once you reach the bottom stand in front of the sign that says "Cycling Road Slope Ends Here!" and head one space north and three spaces east to find a Max Elixir hidden on the ground with the Itemfinder. Head inside the guardhouse now.

Inside this house upstairs is a trainer who is willing to trade his prized Lickitung for a version-dependant Pokemon. If you are playing LeafGreen than this trainer will desire a Slowbro. If you are playing FireRed then this trainer wants a Golduck. Both of these Pokemon are unobtainable right now but you will soon be able to get them. They are both common (need to be evolved so their pre-evolved forms are common) so it shouldn't take long to be able to make the trade. Lickitung can't be found in the wild in either versions of the game.

Outside are three more trainers blocking your way to Fuchsia City. Destroy these wannabe Pokemon trainers.

*Bird Keeper Wilton *

*Spearow * Lv. 29 * Exp:360*

*Fearow * Lv. 29 * Exp:1006*

*Money:\$696 *

Nothing too hard to cope with. Thunderbolt wins it here.

*Bird Keeper Jacob *

*Spearow * Lv. 26 * Exp:322*

*Spearow * Lv. 26 * Exp:322*

*Spearow * Lv. 26 * Exp:322*

*Fearow * Lv. 26 * Exp:901*

*Money:\$624 *

Several Spearow's is annoying. They are weak enough to take out in one hit so do so. Move to the next trainer.

```
*****
*Bird Keeper Ramiro          *
*****
*Dodrio      * Lv. 34 * Exp:1150*
*****
*Money:$816                  *
*****
```

Dodrio isn't too tough. Despite lack of wings it is part Flying so a Thunderbolt can easily tear this guy apart. It isn't very powerful so don't worry about getting hurt that much. Once you have finished the battle move on into Fuchsia City.

=====
VI4.The Not So Quiet Silence Bridge
=====

If you have completed Cycling Road and want a lot of extra experience before taking on the Gym Leader then fly back to Lavender Town now if you aren't already there. Head south of Lavender to enter a guardhouse. On the second floor lies a girl who will hand over TM 27-Return to you. This attack is more powerful the happier your Pokemon is.

```
*****
*Silence Bridge Pokemon Listings*
*****
*Ditto      * Rare      *
*Venonat   * Common    *
*Bellsprout * Common (LG) *
*Weepinbell * Rare (LG) *
*Oddish     * Common (FR) *
*Gloom      * Rare (FR) *
*Pidgey     * Common    *
*Pidgeotto  * Rare      *
*****
Despite Silence Bridge technically covering only Route 12, these Pokemon are the same for Routes 13, 14, and 15 as well. I recommend that you catch yourself a Ditto although it may take a little while. Ditto can breed with any Pokemon and make a baby of it pop out. This won't work with legendaries of course. However, you won't actually be able to use the breeding master until after you beat the game where you can find a 2 Pokemon-holding day-care center. Until then just stuff him into a box in the PC. In battle all he knows is Transform which gives him the weaknesses and STAB abilities of the opposing Pokemon. He also learns their moves and has 5 PP for all of them. Not much competitive use for Ditto. Head south to find 5 trainers, one of which is a double battle.
```

```
*****
*Fisherman Ned              *
*****
*Goldeen   * Lv. 22 * Exp:522*
*Poliwag   * Lv. 22 * Exp:363*
*Goldeen   * Lv. 22 * Exp:522*
*****
*Money:$792                  *
*****
```

Really low levels, the majority of this route. It is a bother since you want to gain many levels. The abundance of trainers sorta makes up for it.

```
*****
*Fisherman Chip            *
*****
*Tentacool * Lv. 24 * Exp:540*
*Goldeen   * Lv. 24 * Exp:570*
*****
*Money:$864                  *
*****
```

Fisherman always have Water-types. Fry 'em with a Thunderbolt if you can.

*Fisherman Hank *

*Goldeen * Lv. 27 * Exp:642*

*Money:\$972 *

Repeat above steps.

*Fisherman Elliot *

*Poliwag * Lv. 21 * Exp:346*

*Shelllder * Lv. 21 * Exp:436*

*Goldeen * Lv. 21 * Exp:499*

*Horsea * Lv. 21 * Exp:373*

*Money:\$756 *

I really wish they had higher levels.

*Young Couple Gia and Jes *

*Nidoran(M) * Lv. 24 * Exp:306*

*Nidoran(F) * Lv. 24 * Exp:302*

*Money:\$1344 *

Your third double battle in the game if you've been following this guide.

Nothing worth noting in this battle.

Past the double battle with Gia and Jes you will find the sleeping Snorlax that we found trying to leave Vermillion City to the east. It is time to finally get rid of him. Stand next to Snorlax and use the Poke Flute. After a few seconds Snorlax will attack in an anrgy rampage!

This Snorlax is no different than the one fought west of Celedon City. It is also at Lv. 30 and knows the same moves. Of course, its stats are slightly different but not to the point where it makes a big difference. If you missed catching him in Celedon then make sure to catch him here. If you did then feel free to run from him or destroy him in combat. If you didn't take Cycling Road then be sure to capture the Snorlax there should you defeat him by mistake here. Use the Itemfinder when the battle is over to find a hidden Leftovers in the spot where Snorlax was sleeping.

Head inside the house a little south of where Snorlax was. Inside you will find one of the Fishing Guru's brothers. He will ask you if you enjoy fishing. Say yes of course to recieve the Super Rod. This best rod allows you to catch great fish all over Kanto instead of crappy Magikarp (if you even used that rod to begin with). Continue along the simple path and cut down the tree for a trainer.

*Rocker Luca *

*Voltorb * Lv. 29 * Exp:639*

*Electrode * Lv. 29 * Exp:931*

*Money:\$696 *

Finally the levels of Pokemon here are rising a bit. Continue to the next fight.

*Camper Justin *

*Nidoran(M) * Lv. 29 * Exp:372*

*Nidorino * Lv. 29 * Exp:732*

*Money:\$580 *

Another easy battle. An Iron lies right next to Justin. Pick up when you finish battling and head down the path towards the next four trainers.

*Fisherman Andrew *

*Magikarp * Lv. 24 * Exp:102*

*Magikarp * Lv. 24 * Exp:102*

*Money:\$864 *

o_o Seriously, I actually had hope in these trainers.

*Picnicker Alma *

*Goldeen * Lv. 28 * Exp:666*

*Poliwag * Lv. 28 * Exp:462*

*Horsea * Lv. 28 * Exp:498*

*Money:\$560 *

Not much different than Fisherman's Pokemon. Defeat and move onwards.

*Bird Keeper Sebastian *

*Pidgey * Lv. 29 * Exp:340*

*Pidgeotto * Lv. 29 * Exp:702*

*Money:\$696 *

Nothing special about this guy. If you've been using Thunderbolt then use it again in this battle.

*Picnicker Susie *

*Pidgey * Lv. 24 * Exp:316*

*Rattata * Lv. 24 * Exp:292*

*Meowth * Lv. 24 * Exp:354*

*Meowth * Lv. 24 * Exp:354*

*Pikachu * Lv. 24 * Exp:421*

*Money:\$480 *

Another really simple team. Destroy them with your strong attacks. You are near the end of Silence Bridge and will move onto Route 13. Nothing really changes there save for the trainers. Your halfway to Fuchsia City. A huge group of trainers in a straightforward path is ahead of you.

*Beauty Lola *

*Rattata * Lv. 27 * Exp:328*

*Rattata * Lv. 27 * Exp:328*

*Pikachu * Lv. 27 * Exp:474*

*Money:\$1944 *

The fact girls like rats makes me laugh.

*Beauty Sheila *

*Clefairy * Lv. 29 * Exp:421*

*Meowth * Lv. 29 * Exp:427*

*Money:\$2088 *

Clefairy can put you to sleep, but we have the Poke Flute so you should have no concern about it at all.

*Picnicker Valerie *

*Poliwag * Lv. 30 * Exp:495*

*Poliwag * Lv. 30 * Exp:495*

*Money:\$600 *

You should be used to idiot party's such as this.

*Picnicker Gwen *

*Pidgey * Lv. 27 * Exp:318*

*Pidgeotto * Lv. 27 * Exp:652*

*Pidgey * Lv. 27 * Exp:318*

*Meowth * Lv. 27 * Exp:399*

*Money:\$540 *

Another simple battle with multiple Electric-weakness'd Pokemon.

*Bird Keeper Robert *

*Pidgey * Lv. 26 * Exp:306*

*Pidgeotto * Lv. 26 * Exp:628*

*Spearow * Lv. 26 * Exp:322*

*Fearow * Lv. 26 * Exp:901*

*Money:\$624 *

Yeah...99% of the Pokemon on this route are murdered by Thunderbolt. If your running low on HP/PP then fly back to Lavender to heal then head back to this point on Silence Bridge and continue onwards.

```
*****
*Bird Keeper Perry          *
*****
*Pidgey      * Lv. 25 * Exp:294*
*Spearow     * Lv. 25 * Exp:310*
*Spearow     * Lv. 25 * Exp:310*
*Spearow     * Lv. 25 * Exp:310*
*Pidgey      * Lv. 25 * Exp:294*
*****
*Money:$600                *
```

Thunderbolt still working?

```
*****
*Biker Jared              *
*****
*Koffing      * Lv. 28 * Exp:684*
*Koffing      * Lv. 28 * Exp:684*
*Koffing      * Lv. 28 * Exp:684*
*****
*Money:$560                *
```

Remember that Koffing has Levitate so Ground-type attacks get Fission Mailed here. Use Psychic or something else STAB'd to defeat them. Heal if at all poisoned.

```
*****
*Bird Keeper Carter      *
*****
*Pidgey      * Lv. 28 * Exp:330*
*Pidgeotto   * Lv. 28 * Exp:678*
*Doduo       * Lv. 28 * Exp:576*
*****
*Money:$672                *
```

The first of six Bird Keepers ahead. Use Thunderbolt to leave no feather standing still.

```
*****
*Bird Keeper Mitch      *
*****
*Pidgey      * Lv. 26 * Exp:306*
*Pidgey      * Lv. 26 * Exp:306*
*Spearow     * Lv. 26 * Exp:322*
*Fearow      * Lv. 26 * Exp:901*
*****
*Money:$624                *
```

Same method.

```
*****
*Bird Keeper Beck       *
*****
*Fearow      * Lv. 29 * Exp:1006*
*Pidgeotto   * Lv. 29 * Exp:702*
*****
```

*Money:\$696 *

TB'd!

*Bird Keeper Marlon *

*Sparrow * Lv. 28 * Exp:348*

*Fearow * Lv. 28 * Exp:972*

*Doduo * Lv. 28 * Exp:576*

*Money:\$672 *

Didn't we just face this same party?

*Bird Keeper Donald *

*Farfetch'd * Lv. 33 * Exp:664*

*Money:\$792 *

I bet his leek would deal more damage...

*Bird Keeper Benny *

*Sparrow * Lv. 29 * Exp:360*

*Fearow * Lv. 29 * Exp:1006*

*Money:\$696 *

Just so you know, Sparrow and Fearow can be moderately good. This logic fails in this trainer's head.

*Biker Gerald *

*Koffing * Lv. 29 * Exp:708*

*Muk * Lv. 29 * Exp:975*

*Money:\$580 *

Typical Biker's and their Poison-types....

*Biker Malik *

*Koffing * Lv. 29 * Exp:708*

*Grimer * Lv. 29 * Exp:568*

*Money:\$580 *

Easier than the previous battle.

*Biker Isaac *

*Grimer * Lv. 28 * Exp:540*

*Grimer * Lv. 28 * Exp:540*

*Koffing * Lv. 28 * Exp:684*

*Money:\$560 *

Yes, you'd be at Fuchsia City by now if you took the Cycling Road route. The experience is low in this area anyways.

*Biker Lukas *

*Koffing * Lv. 26 * Exp:634*

*Koffing * Lv. 26 * Exp:634*

*Grimer * Lv. 26 * Exp:501*

*Koffing * Lv. 26 * Exp:634*

*Money:\$520 *

And now we are just getting desperate. Mind you, if you can't kill the Koffing's it's likely they will use Self-Destruct. You can easily die from this attack.

*Twins Kiri and Jan *

*Charmander * Lv. 29 * Exp:402*

*Squirtle * Lv. 29 * Exp:408*

*Money:\$696 *

Your fourth double battle in the game. It is with just 2 starters. They could be evolved, but aren't sadly.

*Picnicker Becky *

*Pikachu * Lv. 29 * Exp:508*

*Raichu * Lv. 29 * Exp:757*

*Money:\$580 *

Bring out the Earthquake, Dig, or something along those lines. Once you have finished the battle I'm pleased to tell you we are approaching Fuchsia City. Several more battles to go. Follow the path south until you see a Cuttable tree to the left. Cut it down and follow the path north to find TM 18-Rain Dance at the top with a patch of grass. Continue along the normal route after picking up the item.

*Crush Kin Ron and Mya *

*Hitmonchan * Lv. 29 * Exp:870*

*Hitmonlee * Lv. 29 * Exp:860*

*Money:\$1392 *

Use Wing Attack or some Flying-type move to wipe these guys out fast.

*Picnicker Celia *

*Clefaairy * Lv. 33 * Exp:480*

*Money:\$660 *

Another test of luck. Metronome can blow you over...or blow Clefaairy up herself.

*Biker Ernest *

*Koffing * Lv. 25 * Exp:610*

*Koffing * Lv. 25 * Exp:610*

*Koffing * Lv. 25 * Exp:610*

*Weezing * Lv. 25 * Exp:925*

*Grimer * Lv. 25 * Exp:481*

*Money:\$500 *

A long, boring and weak battle. Move on.

*Biker Alex *

*Koffing * Lv. 28 * Exp:684*

*Weezing * Lv. 28 * Exp:1038*

*Grimer * Lv. 28 * Exp:540*

*Money:\$560 *

Trainers are getting weaker. Signs we're getting near Fuchsia!

*Beauty Grace *

*Pidgeotto * Lv. 29 * Exp:702*

*Wigglytuff * Lv. 29 * Exp:676*

*Money:\$2088 *

Kinda wish there were more diversity. Destroy easily and continue onwards.

*Beauty Olivia *

*Bulbasaur * Lv. 29 * Exp:397*

*Ivysaur * Lv. 29 * Exp:876*

*Money:\$2088 *

Some Fire-type attacks which you should have will easily smoke out this Beauty.

*Picnicker Kindra *

*Oddish * Lv. 28 * Exp:468*

*Oddish * Lv. 28 * Exp:468*

*Gloom * Lv. 28 * Exp:792*

*Money:\$560 *

Once again, burn these guys to death.

*Bird Keeper Chester *

*Doduo * Lv. 28 * Exp:576*
*Doduo * Lv. 28 * Exp:576*
*Dodrio * Lv. 28 * Exp:948*

*Money:\$672 *

You know by now what to do with him.

*Bird Keeper Edwin *

*Pidgey * Lv. 26 * Exp:306*
*Pidgeotto * Lv. 26 * Exp:628*
*Doduo * Lv. 26 * Exp:534*
*Farfetch'd * Lv. 26 * Exp:523*

*Money:\$624 *

Once again, more of the same stuff.

*Picnicker Yazmin *

*Bellsprout * Lv. 29 * Exp:522*
*Tangela * Lv. 29 * Exp:1030*
*Oddish * Lv. 29 * Exp:484*

*Money:\$580 *

Another burn battle. Afterwards, FINALLY enter the guardhouse and leave these horrid routes. On the top floor of the guardhouse is a Professor Oak Aide who will hand over the Experience Share, an item used to give experience to those who didn't even participate in battle, if you have at least 50 Pokemon in your Pokedex. You probably don't right now so you'll be back for it later.

Now, choose to fly to Cycling Road and do that task if you didn't do so already or if you don't want to or already did it then enter Fuchsia City.

=====
VI5.Fuchsia City-Behold! It's Passion Pink!
=====

Okay, thanks for telling us the city color of preference is pink. Fuchsia IS a shade of pink, as if we didn't already know that. Anywho, the Pokemon Center may seem complicated to get to as it's blocked by a ledge. Approach it from the left side (Cycling Road side) to find stairs leading to the Pokemon Center. You probably need it by now as well. Once you have healed up exit and head into the house next to the Pokemon Center. This house is home to the Move Deleter. In here you can order him to remove any move off any Pokemon forever until retaught by HM/TM/Ruby or Sapphire's Move Relearner. Get Flash off your slave now as it isn't going to be used ever again, unless you have no intentions of using that Flash slave in which case, why bother? Head into the house next to the Move Deleter. Inside this house is Bill's grandfather who will add another section to Bill's Fame Checker.

There are two more houses to the right of the Pokemon Center. The first one on the left is the warden of the Safari Zone. Sadly, the old duff has lost his false teeth somewhere and his speech is incomprehensible. The house on the right holds another Fishing Guru who will hand you the Good Rod. You should have the Super Rod so its kinda obsolete. With the Super Rod you can fish for Gyarados in the pond in his backyard.

North of the Pokemon Center is a winding path and a small Pokemon exhibit with Pokemon in cages that add several pages to the Pokedex. You can use Cut to skip several areas. Follow the path left and the Poke Mart will finally pop up.

```
*****
* Poke Mart Shopping List *
*****
*Ultra Ball.....$1200*
*Great Ball.....$600*
*Super Potion.....$700*
*Revive.....$1500*
*Full Heal.....$600*
*Max Repel.....$700*
*****
```

Fuchsia City has a new type of Poke Ball straight from the source-Ultra Balls! Ultra Balls, as you can tell with double the price as Great Balls, have a much higher capture rate than ever before. If you have had any trouble catching some Pokemon lately then grab Ultra Balls. Feel free to discard any of the useless crap you still have in your bag like Potions, Nugget's, Repels, Great/Poke Balls and so on. Buy what you need here and continue on. Follow the light green path east of here then head north when it splits. Inside the building is the entrance to the Safari Zone where you need to take a brief break from your journey to collect *gasp* 2 more HM's!

=====
VI6.All You Can Capture! The Safari Zone!
=====

Yes, your are forced to enter here to obtain 2 HM's if you've been following along. But the Safari Zone is a fun place so it isn't all bad. If you are here just for the HM's, then bring Repels because Pokemon and grass is everywhere and you will be annoyed about battles. To enter you need to pay an entire \$500, probably 1/200th of your total assests at this point. When you do you will be handed 30 Safari Balls. These people have created a new and kinda fun way to catch Pokemon.

When you enter the expansive Safari Zone you are given 600 steps to use. You cannot gain any more. When you run out of steps you are forced to leave the Safari Zone and pay again to obtain whatever you want inside. Also, should you waste all 30 Safari Balls your game will end there on the spot. Many Pokemon can be found ONLY in the Safari Zone, and some others found here are very rare elsewhere so this is the place to catch what you need for your Pokedex. It is quite difficult to catch the rare Pokemon.

Heck, the battle system is changed in here too. You don't send out any Pokemon in the Safari Zone. In battle you have 4 options. First is to smack the foe on the head with a rock. This pisses them off, increasing the odds they will flee the battle. However, their capture rate goes up. Bait does the opposite. It makes the Pokemon less likely to run but lowers their capture rate. Ball is merely throw a Safari Ball and Run is self-explanatory here. On the Start Menu you can choose to retire, ending your game instantly. You will notice you can't save here, so no cheap shotting!

The Safari Zone is split into 4 different areas:Center Area (the room you start in), Area 1, Area 2, and Area 3 (Has False Teeth and Secret House in it). Here are the Pokemon encounters in each area:

* Center Area Pokemon Listings *

*Nidoran(M) * Common (FR)*
*Nidorino * Common (FR)*
*Nidoran(F) * Common (LG)*
*Nidorina * Common (LG)*
*Nidorino * Rare (LG)*
*Nidorina * Rare (FR)*
*Venonat * Uncommon*
*Rhyhorn * Uncommon*
*Exeggcute * Uncommon*
*Chansey * Rare*

* Area 1 Pokemon Listings *

*Nidoran(M) * Common (FR)*
*Nidorino * Rare (FR)*
*Nidoran(F) * Common (LG)*
*Nidorino * Rare (FR)*
*Nidoran(M) * Rare (LG)*
*Nidoran(F) * Rare (FR)*
*Nidorina * Rare (LG)*
*Pinsir * Rare (LG)*
*Scyther * Rare (FR)*
*Exeggcute * Common*
*Kangaskhan * Rare*
*Doduo * Common*
*Paras * Uncommon*
*Parasect * Rare*

* Area 2 Pokemon Listings *

*Nidoran(M) * Uncommon (FR)*
*Nidoran(F) * Uncommon (LG)*
*Nidorina * Rare*
*Nidorino * Rare*
*Chansey * Rare*
*Exeggcute * Uncommon*
*Rhyhorn * Common*
*Paras * Uncommon*
*Venomoth * Rare*

* Area 3 Pokemon Listings *

*Nidoran(M) * Common (FR)*
*Nidoran(M) * Rare (LG)*
*Nidoran(F) * Common (LG)*
*Nidoran(F) * Rare (FR)*
*Nidorino * Rare (FR)*

```

*Kangaskhan      *           Rare*
*Tauros          *           Rare*
*Exeggcute      *           Common*
*Doduo          *           Common*
*Venonat        *           Uncommon*
*Venomoth       *           Rare*
*****

```

There are some good items lying on the floor on the way to the Secret House, so it's time to pick some of them up. Begin in the Center Area and take the northeast exit out to Area 1. Head up the nearest staircase when you can to a high ledge and grab the Leaf Stone sitting there. Head down the stairs to the far left to find TM 11-Sunny Day sitting near grass. Head for the next room. In Area 2, head down the path to find TM 47-Steel Wing. This is a very powerful Steel-type attack built for most flyers. There is a Rest House in this area. Talk to the old man inside of it to get a bit on Koga's Fame Checker.

You may be running low on steps. The Secret House is about 150 steps from this point. If you can't make it, leave and reenter the get back to this point without sidetracking. Otherwise, continue ahead. The path is pretty linear for a short distance. You will loop around to the bottom left corner of Area 2 which leads to Area 3. You should find a sign stating that "The Warden has lost his teeth. They are around here somewhere..." And the makers of the sign must have been blind as the False Teeth are three steps south of the sign. TM 32-Double Team is a little south of the teeth. West of that spot happens to be the Secret House we've been looking for. Inside is a man who will congratulate you and hand over HM 03-Surf as a reward. This amazing (seriously, its one of the best Water-type attacks) allows you to cross oceans at will when you have Koga's badge. Anyways, you have no further business here. Retire or waste steps catching Pokemon if you want.

Remember the Warden's house? It is east of the Pokemon Center. Hand off the False Teeth back to him and he will thank you for finding them with HM 04-Strength. With this HM you can move giant boulders out of your way. Move the one in his house and collect the Rare Candy behind it. There's nothing more to do in Fuchsia so enter the Gym (finally!).

```

=====
VI7.Fuchsia City Gym
=====

```

After typing "Fuchsia" so many times the spelling looks...odd. But here we are at the gym. The trap this time is invisible walls. Look at the floor spaces in the room. Some have small white corners on their specific tiles. These spaces have an invisible wall. You need to reach Koga who is located in the middle of the room. There is a trainer to the left, but the actual non-invisible path is to the right. Battle all the trainers for experience.

```

*****
*Juggler Nate           *
*****
*Drowzee      * Lv. 34 * Exp:742*
*Kadabra     * Lv. 34 * Exp:1056*
*****
*Money:$1360           *
*****

```

The irony: This guy uses Pokemon super effective against the main type in this gym. Is he a real trainer in disguise?

```

*****

```

*Juggler Kayden *

*Hypno * Lv. 38 * Exp:1342*

*Money:\$1520 *

Still no poison types. I think the creators were high making this gym.

*Juggler Kirk *

*Drowzee * Lv. 31 * Exp:676*

*Kadabra * Lv. 31 * Exp:963*

*Drowzee * Lv. 31 * Exp:676*

*Drowzee * Lv. 31 * Exp:676*

*Money:\$1240 *

Nothing new from the previous two trainers.

*Tamer Edgar *

*Arbok * Lv. 33 * Exp:1039*

*Arbok * Lv. 33 * Exp:1039*

*Sandslash * Lv. 33 * Exp:1152*

*Money:\$1320 *

Arbok can poison you with Poison Sting, but other than that isn't much of a threat.

*Tamer Phil *

*Sandslash * Lv. 34 * Exp:1186*

*Arbok * Lv. 34 * Exp:1071*

*Money:\$1360 *

Easier than the previous battle without one extra Arbok and all.

*Juggler Shawn *

*Drowzee * Lv. 34 * Exp:742*

*Hypno * Lv. 34 * Exp:1201*

*Money:\$1360 *

Once again, WHY are they in this gym?

Time to face Koga, the poisonous ninja master! Here we go!

My Pokemon:

* Pokemon * Level *

***** Eh, Flareon did a fine job. Blastoise would have worked

Blastoise 50 * just as well.

```
*Pidgeot * 52 *
*****
*Dugtrio * 52 *
*****
*Flareon * 48 *
*****
```

Koga's Pokemon:

```
*****
*Gym Leader Koga *
*****
*Koffing * Lv. 37 * Exp:903*
*Koffing * Lv. 37 * Exp:903*
*Muk * Lv. 39 * Exp:1311*
*Weezing * Lv. 43 * Exp:1593*
*****
*Money:$4300 *
*****
```

Koga is hosting some high leveled Pokemon compared to the idiots who we have faced this entire section. Both Koffings and Weezing have the ability Levitate preventing Ground-types attacks, something they're weak to, from hurting them. This leaves just Muk to be Earthquaked. Another choice you have is to use Psychic or some attack of that type on all of Koga's Pokemon. Poison is weak to Psychic as well. The only problem with such a tactic is that most Psychic-types available so far have pretty crappy Defense stats. Poison attacks run off the Attack stat so basically all Psychic's will be obliterated in seconds. Psychic's are fast, though, so a one hit KO is all the while possible.

An attack Koffing has is Self-Destruct which as you know causes major damage at the sacrifice of the Koffing. Koga's Pokemon also know the attack Toxic. When poisoned, the damage doubles after every turn. So first turn Toxicated you may take 10 damage, then 20 damage, 40, 80, and by then your probably dead or so on until you die. Antidotes are highly recommended to be used here. Use Super Potions whenever necessary.

Eventually you will hopefully become the winner and beat Koga. He will hand over the Soulbadge and TM 06-Toxic. In addition, you can now Surf on bodies of water outside of battle. Excellent!

~VII.Crossways of Kanto, More Schemes, and the Sixth Badge~

```
*****
***Mission Objectives***
*****
```

- See the Mew Delivery Truck
- Choose any path and enter Saffron City
- Infiltrate Silph Co.
- Defeat Giovanni once again
- Rip through the Fighting Dojo
- Fight for your Sixth Badge

We finally have the ability to use Surf. Attach it to one of your Water-types but not a slave. Surf is the best Water-type attack out there (other than Hydro Pump but your laughed at for using that competitively). Before entering Saffron City right away, let's put Surf to some good use. Fly back to Vermillion City.

=====

VIII1.The Mew Delivery Truck-Revisited

=====

Remember this place? Thought you did. We couldn't reach the mysterious truck before since we didn't have and couldn't use Surf but now we finally have that such ability. Head south to where the S.S. Anne still is (the party has been over for a LONG time hasn't it?). If you did what I said earlier and traded in someone who knew Cut then hopefully you skipped the S.S. Anne and it stayed here. If you physically obtained HM 01-Cut form the captain, the ship will be gone and you may as well skip to the next section.

Once you reach the dock leading to the S.S. Anne (and the music changes), Surf to the right. You will soon reach a stretch of land and at the top of it is a small truck with the letter "S" clearly written in red along the side of it. What does this mean? The mystery is still here after 11 years amazingly. There's nothing you can do to interact with the truck. If you "somehow" find something, don't hesitate to e-mail me about it. Even if you do it's likely a lie as logically something would have been found after 11+ years. But feel free to try anyways. Also, search south of the truck for a Lava Cookie. I'm clueless why it's here. Maybe proof they actually cared enough about the truck or something?

=====

VII2.Tea Snatchers

=====

Now that out business is finished, we can finally enter Saffron City. Saffron City is the centerpoint of Kanto-there's four entrance points from all directions. You can fly to Celedon and head east, stay in Vermillion and head north, fly to Lavender and go west or fly to Cerulean and walk south. No matter which path you take you will eventually land inside the gatehouse connecting the route and Saffron City. Once you pass the guard he will notice the Tea you obtained in Celedon City. If you didn't get the Tea, head back to Celedon and enter Pokemon Mansion. On the first floor talk to the old lady for Tea. Anyways, the guard will warp it to all of the other guards "magically" and you are free to pass any gatehouse leading to Saffron now. Why bother? We have Fly....

=====

VIII3.Saffron City-Shining, Golden Land of Commerce

=====

v_v Great, Saffron is run by evil corporate executives planning on buying the world's businesses. Just the news we need.

The first thing we notice when entering the city is a bunch of Team Rocket Grunts strolling around the city at their leisure. They won't fight you in the city, though, but obviously something is amiss. The Pokemon Center, should you need it, is located in the southwest corner of Saffron. Several houses right of the Pokemon Center is Mr. Psychic's house. If you talk to him inside you'll get, no surprise, TM 29-Psychic. It's best not to waste it on your Psychic-types since almost all of them (at least the good ones) learn the attack naturally.

If you head north onto the next street, near the heart of the city you will find Silph Co. leading producer of technology in Kanto. Hence the Silph Scope. You will find a Team Rocket Grunt snoozing on the job in the front of the building. It has obviously been rampaged through by Team Rocket, but our business in Saffron City has yet to be completed.

If you head north, Team Rocket Grunts block the front of several buildings. Why the police cared about a simple robbery, but not an ENTIRE city in crisis makes me rethink their thought of "theft" or something. You will find two

gyms in the northeast corner of town. The one on the right is Sabrina's gym where you can actually retrieve the sixth badge. The gym on the left is the Fighting Dojo. In here you can battle for one rare Pokemon. Ignore both. You can't enter Sabrina's gym anyways as another Grunt blocks the entrance. Too bad he isn't sleeping. All that's left is the Poke Mart found south of the two gym's.

```
*****
* Poke Mart Shopping List *
*****
*GreatBall.....$600*
*Hyper Potion.....$1200*
*Revive.....$1500*
*Full Heal.....$600*
*Paralyze Heal.....$200*
*Escape Rope.....$550*
*Max Repel.....$700*
*****
```

...
Yeah, it seems to be a bit of a downgrade from Fuchsia. What, did they expect you to enter this first then hit Fuchsia? Lame, no Ultra Balls whatsoever. Hyper Potions don't compare to Lemonade's from Celedon City Department Store Rooftop (that's a mouthful). They restore 80 HP at 1/3rd the price! For \$1150 you can restore 240 HP with 3 Lemonade's, or for \$1200 a Hyper Potion can restore only 200 HP. Which is the better deal now? Buy some Full Heals as you will be Status Inflicted often in this next segment. Revive's may prove a tad useful. Buy what you need and leave.

Now, head inside Silph Co. If the Grunt blocks your way then you haven't defeated Koga yet and you must do that first in order to continue.

```
=====
VII4.Silph Co. Under Siege
=====
```

If the outside of Silph Co. didn't explain it enough, the quick picture will. This is an 11-story building to the top floor and you aren't going to be much close to it for a while. In order to progress anywhere inside Silph Co. (awesome music, right?) you need to find the hidden Card Key, which unlocks any door inside Silph Co. Team Rocket has naturally infiltrated Silph and are holding the President hostage and discussing "business deals". Could mean anything. Use your imagination. All that lies before you are 10 floors of confusing warp spaces and hundreds of Rocket Grunts.

However, only 3 floor (besides the first floor) need to have you set foot on them. But, this is a ton of free money and experience it it'd be a shame to just pass it all up, wouldn't it? Use the elevator to head up to the 11th floor to find the President's Boardroom. Sadly, we're on the other side and have no access to the door yet. There is a Rocket Grunt to the south. Fight him.

```
*****
*Team Rocket Grunt *
*****
*Rattata * Lv. 25 * Exp:304*
*Rattata * Lv. 25 * Exp:304*
*Zubat * Lv. 25 * Exp:288*
*Rattata * Lv. 25 * Exp:304*
*Ekans * Lv. 25 * Exp:331*
*****
*Money:$800 *
```

This is just sad. We haven't fought Team Rocket in a while and they are at the SAME or even LOWER levels than the last time we fought them, and are using weaker Pokemon. But hey, free money and easy experience is a complaint I will put aside. If you can't kill these easily now, how'd you beat Koga? Once this doofus is out of the way, grab the nearby Zinc. Take the elevator back to the fifth floor. The green tile on the ground is a warp space. When you step on this you will warp to a corresponding warp space in Silph Co. I could make a diagram, but there is only need to use 2 warp spaces in this entire building. Don't use them, manually using the elevator/stairs is just as efficient. Head south for two trainers.

*Team Rocket Grunt *

*Hypno * Lv. 33 * Exp:1165*

*Money:\$1056 *

Meh. Still weak. You should already know how to destroy Hypno's from previous experience. Battle the trainer near him.

*Juggler Dalton *

*Kadabra * Lv. 29 * Exp:900*

*Mr. Mime * Lv. 29 * Exp:844*

*Money:\$1160 *

What a fun trainer. Still shouldn't be too difficult to destroy. Battle the scientist to the left.

*Scientist Beau *

*Magnetron * Lv. 26 * Exp:897*

*Magnemite * Lv. 26 * Exp:495*

*Koffing * Lv. 26 * Exp:634*

*Weezing * Lv. 26 * Exp:963*

*Money:\$1248 *

Scientology. Several Scientists are held hostage with Team Rocket, helping them achieve their technological dreams. Eh. Wipe out and move on south to the next trainer.

*Team Rocket Grunt *

*Arbok * Lv. 33 * Exp:1039*

*Money:\$1056 *

You are really close to the Card Key. Step onto the warp panel, and once one land somewhere else use the warp panel again. This way you can continue south without a hinderence. Grab the Card Key and repeat this process to get past the Grunt again. Use the first door on the left, unlock it and collect TM 01-Focus Punch. Head north for another door, which when unlocked leads to Protein. The guy running around the boxes isn't a trainer, but he will

spill out some info about Giovanni for your Fame Checker. Now that we have the Card Key let's destroy the remaining 25 trainers in Silph Co. floor by floor! Head for the second floor.

Head to the right and head down. You will find two more Rocket members waiting for a battle with you.

```
*****
*Team Rocket Grunt          *
*****
*Golbat      * Lv. 25 * Exp:915*
*Raticate    * Lv. 25 * Exp:621*
*Zubat       * Lv. 25 * Exp:288*
*Zubat       * Lv. 25 * Exp:288*
*Zubat       * Lv. 25 * Exp:288*
*****
*Money:$800                *
```

Eh, still as easy as ever. Waste little time in destroying this team. Head south for another Grunt.

```
*****
*Team Rocket Grunt          *
*****
*Cubone      * Lv. 29 * Exp:540*
*Zubat       * Lv. 29 * Exp:334*
*****
*Money:$928                *
```

I believe this is the first Grunt to hold something other than the Rattata family, Zubat family, or Koffing family. Weird. Head north and open up the door with the Card Key. Here is a kind Silph Co. employee who will happily teach one of your Pokemon Thunder Wave despite the crisis. Head south and open the door for a Scientist.

```
*****
*Scientist Connor          *
*****
*Grimer      * Lv. 26 * Exp:501*
*Koffing     * Lv. 26 * Exp:634*
*Weezing     * Lv. 26 * Exp:963*
*Weezing     * Lv. 26 * Exp:963*
*****
*Money:$1248              *
```

Not particularly hard considering you just defeated Koga. Clean up the mess and head right for another fight.

```
*****
*Scientist Jerry          *
*****
*Magnemite   * Lv. 28 * Exp:534*
*Magneton    * Lv. 28 * Exp:966*
*Voltorb     * Lv. 28 * Exp:618*
*****
*Money:$1344              *
```

More low-level madness. This team should be easily defeated just like previous trainers. Once the second floor has been wiped clean of trainers, head to the fourth floor. The third floor has the warp panel leading to the

President's Boardroom so we will cover that last. Find the first Rocket near the stairs.

```
*****
*Team Rocket Grunt          *
*****
*Ekans      * Lv. 28 * Exp:372*
*Zubat      * Lv. 28 * Exp:324*
*Cubone     * Lv. 28 * Exp:522*
*****
*Money:$896                  *
*****
```

Another simple team. Near the Grunt is TM 41-Torment, frankly either an annoying attack or a useless one. Follow the hallway to the next Grunt.

```
*****
*Team Rocket Grunt          *
*****
*Drowzee    * Lv. 29 * Exp:633*
*Machop     * Lv. 29 * Exp:546*
*****
*Money:$928                  *
*****
```

If you head left and open up the door, then you will find a small pile of boxes. There is an Escape Rope, Max Revive and a Full Heal lying at the base of the boxes so don't feel shy grabbing them. Fight the Scientist north of the previous Grunt.

```
*****
*Scientist Rodney           *
*****
*Electrode  * Lv. 33 * Exp:1060*
*****
*Money:$1584                 *
*****
```

The fourth floor was pretty short, was it not? Since we already defeated everybody on the fifth floor, head for the sixth floor. 17 more Grunts to defeat. Fight the first Grunt you find.

```
*****
*Team Rocket Grunt          *
*****
*Machop     * Lv. 29 * Exp:546*
*Machoke    * Lv. 29 * Exp:906*
*****
*Money:$928                  *
*****
```

No problem here. Head west to find another trainer.

```
*****
*Scientist Taylor           *
*****
*Voltorb    * Lv. 25 * Exp:550*
*Magnemite  * Lv. 25 * Exp:475*
*Magneton   * Lv. 25 * Exp:862*
*Koffing    * Lv. 25 * Exp:610*
*Koffing    * Lv. 25 * Exp:610*
*****
*Money:$1200                 *
*****
```

Once defeated you can grab the nearby X Special and HP Up. Save the HP Up for a better time. Head south to fight more Grunts.

```
*****
*Team Rocket Grunt          *
*****
*Zubat      * Lv. 28 * Exp:324*
*Zubat      * Lv. 28 * Exp:324*
*Golbat     * Lv. 28 * Exp:1026*
*****
*Money:$896                *
```

Incredibly easy. Remember to heal anytime your running low on HP. It only takes a minute or so of your time to return back here from the Pokemon Center. Head towards the seventh floor.

```
*****
*Team Rocket Grunt          *
*****
*Cubone     * Lv. 29 * Exp:540*
*Cubone     * Lv. 29 * Exp:540*
*****
*Money:$928                *
```

Surf them away. Defeat another Grunt left of this Grunt.

```
*****
*Team Rocket Grunt          *
*****
*Raticate   * Lv. 26 * Exp:645*
*Rattata    * Lv. 26 * Exp:215*
*Golbat     * Lv. 26 * Exp:952*
*Zubat      * Lv. 26 * Exp:300*
*****
*Money:$832                *
```

Still not challenging one bit. Follow this hallway to the end and grab the Calcium and battle the Scientist.

```
*****
*Scientist Joshua           *
*****
*Electrode  * Lv. 29 * Exp:931*
*Muk        * Lv. 29 * Exp:975*
*****
*Money:$1392               *
```

Well, it's slightly challenging. But either way much easier than what you have faced outside Team Rocket. Head back to the stairs to find a door which has TM 08-Bulk Up hidden behind it. This move raises your Attack in battle. Open the next door for another Grunt battle.

```
*****
*Team Rocket Grunt          *
*****
*Sandshrew  * Lv. 29 * Exp:577*
*Sandslash  * Lv. 29 * Exp:1012*
*****
*Money:$928                *
```

Another Surf washout. We are finally getting nearer to the end of this place. There's 10 Grunts remaining. Let's finish them off. Head to the eighth floor. Defeat the Grunt next to the stairs.

```
*****
*Team Rocket Grunt          *
*****
*Raticate    * Lv. 26 * Exp:645*
*Arbok      * Lv. 26 * Exp:819*
*Golbat     * Lv. 26 * Exp:952*
*Koffing    * Lv. 26 * Exp:634*
*****
*Money:$832                *
```

Finally someone with all evolved forms, save the Koffing. Once this Grunt has been put in his place, head right to find another employee at Silph. He will add another section for Giovanni's Fame Checker. Head south to the following Grunt.

```
*****
*Team Rocket Grunt          *
*****
*Weezing    * Lv. 28 * Exp:1038*
*Koffing    * Lv. 28 * Exp:684*
*Golbat     * Lv. 28 * Exp:1026*
*****
*Money:$896                *
```

Still nothing challenging. This place is a total sinch. Head for the next Scientist battle nearby this trainer.

```
*****
*Scientist Parker            *
*****
*Grimer     * Lv. 29 * Exp:685*
*Electrode  * Lv. 29 * Exp:931*
*****
*Money:$1392                *
```

Once you finish up the eighth floor, proceed to the ninth floor. Find the next Scientist towards the southeast area or the floor.

```
*****
*Scientist Ed                *
*****
*Voltorb    * Lv. 28 * Exp:618*
*Magneton   * Lv. 28 * Exp:966*
*Koffing    * Lv. 28 * Exp:684*
*****
*Money:$1344                *
```

Once defeated, continue left for another Team Rocket Grunt.

```
*****
*Team Rocket Grunt          *
*****
*Golbat     * Lv. 28 * Exp:1026*
*Drowzee    * Lv. 28 * Exp:612*
*Hypno      * Lv. 28 * Exp:990*
*****
```

*Money:\$896 *

If you unlock the door to the left you will find a woman hosting several beds. She works as a Pokemon Center so you can rest up your team here if necessary. It probably is best to do so. Unlock the door to the north for another Grunt.

*Team Rocket Grunt *

*Drowzee * Lv. 28 * Exp:612*

*Grimer * Lv. 28 * Exp:540*

*Machop * Lv. 28 * Exp:528*

*Money:\$896 *

Once this Grunt has been wasted proceed to the tenth floor. 4 more Grunts remain in this horrid place! On the tenth floor, head west to find another Scientist.

*Scientist Travis *

*Magnemite * Lv. 29 * Exp:552*

*Koffing * Lv. 29 * Exp:708*

*Money:\$1392 *

Head south for another Grunt on this floor.

*Team Rocket Grunt *

*Machoke * Lv. 33 * Exp:1032*

*Money:\$1056 *

South of the Grunt is a door which when opened allows you to pick up a Rare Candy, Carbos, and an Ultra Ball. Now, take the elevator or the stairs to the third floor. Head south to the first Grunt.

*Team Rocket Grunt *

*Raticate * Lv. 28 * Exp:696*

*Raticate * Lv. 28 * Exp:696*

*Hypno * Lv. 28 * Exp:990*

*Money:\$896 *

Open up the remaining 2 doors in Silph Co. after this easy battle and fight the final Scientist who poses an easy challenge.

*Scientist Jose *

*Electrode * Lv. 29 * Exp:931*

*Weezing * Lv. 29 * Exp:1074*

*Money:\$1392 *

In the room to the left of the first Grunt use the warp pad. You will warp to the seventh floor in an otherwise inaccessible room. An old friend lies in here, so save up!

=====
VII5.Gary Battle #6
=====

My Pokemon:

* Pokemon * Level *

Blastoise 52 * I'm still overleveled. So...?

*Pidgeot * 52 *

*Dugtrio * 52 *

*Flareon * 53 *

Gary's Pokemon:

Choose your starter*****

```

----->*      Bulbasaur      *      Charmander      *      Squirtle      *
*****
*Charizard:Lv.40 *Blastoise:Lv.40 *Venusaur:Lv.40 *
*Exp:???) *Exp:???) *Exp:1782 *
*Pidgeot:Lv.37 *Pidgeot:Lv.37 *Pidgeot:Lv.37 *
*Exp:1363 *Exp:1363 *Exp:1363 *
*Gyarados:Lv.35 *Exeggcute:Lv.38 *Growlithe:Lv.35 *
*Exp:???) *Exp:???) *Exp:682 *
*Alakazam:Lv.35 *Alakazam:Lv.35 *Alakazam:Lv.35 *
*Exp:1395 *Exp:1395 *Exp:1395 *
*Exeggcute:Lv.38 *Growlithe:Lv.35 *Gyarados:Lv.38 *
*Exp:???) *Exp:???) *Exp:1741 *
*****
*Money:$1440 *
*****

```

Well, you meet up with Gary. Little surprise there. He is shocked to see you make it this far and still claims to be better than you despite the fact you have never lost to him. Anyways, the teams no differ completely based on what Pokemon you made your starter. Pidgeotto has evolved into a Lv. 37 Pidgeot on all teams. He sucks horribly, and is quite likely to abuse Sand-Attack. Should that happen then switch out. You need to be able to attack in order to win, after all.

Exeggcute is still pretty simple. Any Fire-type attack will fare well against him. Growlithe, solely on Squirtle's lineup, is easily destroyed with a Surf which I know you have. Alakazam has very low Defense so use Physical Attacks to murder his HP very quickly. He may use Recover, but the damage you deal should be far more than what he can recover. Gyarados is as weak as ever, falling down quickly to a Thunderbolt.

All that leaves is his fully evolved starter. Blastoise will fall quick to a Thunderbolt just like Gyarados. Charizard can also be destroyed by a Thunderbolt (it is part Flying now) or Surf will fare just fine. Venusaur is very weak to a Psychic as it is a Poison-type as well as Grass. Flamethrower works as well. It shouldn't take too long before he runs off still acting smug like he won. I hate people like him who can't accept when

THEY HAVE FREAKING LOST.

After the battle, talk to the Silph Co. employee near where Gary was standing. For saving him, he will hand you the Pokemon Lapras. Lapras is the first Pokemon thus far that is Ice-typed. Isn't that funny? Lapras is an awesome Pokemon, and soon I will be using him on me team. At least when I reach a Pokemon Center. Remember, we still need to reach the President's Boardroom. Take the bottom warp pad. Guess where you end up?

```
*****
*Team Rocket Grunt          *
*****
*Cubone      * Lv. 32 * Exp:595*
*Drowzee     * Lv. 32 * Exp:699*
*Marowak     * Lv. 32 * Exp:849*
*****
*Money:$1024                *
*****
```

Fine, I lied. There were 30 Team Rocket members inside Silph Co. and not 29. Either way this should be in the bag compared to the Gary battle. Also, notice you are on the 11th floor of Silph Co. and footsteps from the door leading into the President's Boardroom. How convenient. Giovanni is back and this time the battle with you is personal.

```
=====
VII6.Giovanni Rematch
=====
```

My Pokemon:

```
*****
* Pokemon * Level *
***** Flareon gained a level.
*Blastoise*  52  *
*****
*Pidgeot *   52  *
*****
*Dugtrio *   52  *
*****
*Flareon *   54  *
*****
```

Giovanni's Pokemon:

```
*****
*Rocket Leader Giovanni    *
*****
*Nidorino   * Lv. 37 * Exp:934*
*Nidoqueen  * Lv. 41 * Exp:1704*
*Rhyhorn    * Lv. 37 * Exp:1069*
*Kangaskhan * Lv. 35 * Exp:1312*
*****
*Money:$4100                *
*****
```

Well, Giovanni isn't much harder than our last encounter with him. He definitely changed his team around. He has dropped Onix for Nidorino. He also somehow added a Nidoqueen to his party, and slapped in a high leveled Rhyhorn from the Safari Zone I guess. However, in all this preparation he has neglected his Kangaskhan which is his lowest leveled Pokemon.

Surf will work on all 4 Pokemon very well. Infact, it should take little time to pulverize Giovanni. None of his Pokemon have good attacks still

despite Nidoqueen and Kangaskhan being overly powerful. Anyways, once he has been defeated he will completely give up all hopes on conquering Kanto. He sees you as a true nemesis in his plots. Team Rocket is no more officially. All Team Rocket Grunts, in a flash, will evacuate Saffron City allowing you to access buildings they were covering.

=====
VII7.The Master Ball
=====

Talk to the President after defeating Giovanni. In honor of clearing Silph Co. of all traces of Team Rocket he will reward you with their new product, the Master Ball. He says that it will never fail to catch a Pokemon. This is the one and only Master Ball you will ever receive so put it to good use! Be careful you don't accidentally select it in a Wild Pokemon Battle!

You can now enter the Copycat's house which is northwest of Silph Co. If you talk to her she will "copycat" your thoughts and image, then laugh in your face. If you give her a Poke Doll she will gladly teach Mimic to one of your Pokemon. Nifty.

Heal if necessary and enter the Fighting Dojo. Remember that place? Northeast section of Saffron to the left of Sabrina's gym.

=====
VII8.Fighting Dojo
=====

Welcome to the Fighting Dojo. As you could tell from the outside, this was once a former gym. However, Sabrina decided to pop in and took over that status (or so the game says...). There are only five trainers here, all in a row. They are moderately easy.

```
*****
*Blackbelt Hitoshi          *
*****
*Machop      * Lv. 31 * Exp:583*
*Mankey      * Lv. 31 * Exp:490*
*Primeape   * Lv. 31 * Exp:988*
*****
*Money:$744                *
*****
```

As you could probably guess, the Blackbelt's here use solely Fighting-type Pokemon. Your levels should easily tower over them by now so use whatever powerful attacks you have to dispose of them.

```
*****
*Blackbelt Hideki          *
*****
*Machop      * Lv. 32 * Exp:603*
*Machoke     * Lv. 32 * Exp:1000*
*****
*Money:$768                *
*****
```

Easy as the previous battle. Fight the next trainer afterwards.

```
*****
*Blackbelt Mike            *
*****
*Mankey      * Lv. 31 * Exp:490*
*Mankey      * Lv. 31 * Exp:490*
*Primeape    * Lv. 31 * Exp:988*
```

*Money:\$744 *

More Mankey's...still simple I suppose. Defeat and move on.

*Blackbelt Aaron *

*Primeape * Lv. 36 * Exp:1149*

*Money:\$864 *

And now we seriously jump up a few levels. Primeape is a strong foe, so hit it hard and fast to defeat it.

*Blackbelt Koichi *

*Hitmonlee * Lv. 37 * Exp:1101*

*Hitmonchan * Lv. 37 * Exp:1110*

*Money:\$888 *

The final trainer is Koichi, the leader of the Fighting Dojo apparently. He is packing two high leveled Fighting-types. Hitmonlee has a strong Hi Jump Kick attack, however, if it misses (which it does fairly often) then Hitmonlee takes 1/8th the damage it would have delt. Hitmonchan is very fast but its stats don't give it the powerful edge. It may take a few of your Pokemon but you can win.

Once you have defeated Koichi he will recongnize your skill as a trainer. As a reward for defeating him he will allow you to take one of two Pokemon that sit behind him. The two Pokemon are the ones he used-Hitmonlee on the left and Hitmonchan on the right. Hitmonlee has a high Attack stat which is important as Fighting-type moves are based off the Attack stat. His other stats, not so much. Speed is mediocre and his Special Attack is pretty low. He does have moderate Defense and Special Defense stats so he is a pretty good choice. But, his movepool is quite literally crap. He learns few good attacks leveling up and fewer good ones through TM's. Hitmonchan, though, does have a good movepool. She can learn the elemental punches making her a versitile foe. That'd be awesome if her Special Attack stat wasn't even LOWER than Hitmonlee's. Her Attack is lower than Hitmonlee's as well. She has better HP and much higher Speed stats and has Defense stats on par with Hitmonlee.

It is your choice who you want to grab. Even if you don't have any intention of using them, get one for your Pokedex. Head next door after healing and into Sabrina's Gym!

=====
VII9.Saffron City Gym
=====

The Saffron City Gym has 9 rooms to it and all but one has a trainer. That's the one your standing in (with the Gym Guy standing in it). Low and behold this place makes a return with warp panels. You need to use them to reach Sabrina in the center room. Fortunately I can make an easy diagram labeling the panels....

Note:This diagram was copied from the original Pokemon Red/Blue NP Guide. This gym hasn't changed a bit since then (I checked)

```

|-----|-----|-----|
| N     E | L     E | M     H |
|       |       |       |
| O     D | K     F | N     G |
|-----|-----|-----|
| C     K | Sabrina | M     B |
|       |       |       |
| D     J |       O | L     C |
|-----|-----|-----|
| G     I |       | H     B |
|       |       A |       |
| F     J |       | I     A |
|-----|-----|-----|

```

You start near warp pad A and need to make it to warp pad O which leads to the room Sabrina resides in. If you want to take the long path, always use the warp pad right above or below you. If you do so you will land in rooms with the trainers in the order I list them in. If you wanna skip the trainers by walking around them, then use warp pads A-->B-->C-->D-->O

```

*****
*Psychic Cameron          *
*****
*Slowpoke   * Lv. 33 * Exp:699*
*Slowbro    * Lv. 33 * Exp:1159*
*Slowpoke   * Lv. 33 * Exp:699*
*****
*Money:$660              *
*****

```

You've faced Slowpoke's in the past. Remember that Thunderbolt works as they are part Water. Head into warp pad B.

```

*****
*Psychic Tyron           *
*****
*Mr. Mime    * Lv. 34 * Exp:990*
*Kadabra     * Lv. 34 * Exp:1056*
*****
*Money:$680              *
*****

```

Keep using strong attacks. Remember they have low Defense so Physical attacks will work best. Head into warp pad C.

```

*****
*Channeler Stacy        *
*****
*Haunter     * Lv. 38 * Exp:1026*
*****
*Money:$1216            *
*****

```

Haunter isn't Psychic. It has no Psychic-type attacks. What the crap. You can already destroy them, so this isn't a challenge. Head into warp pad D.

```

*****
*Psychic Preston        *
*****
*Slowbro     * Lv. 38 * Exp:1335*
*****
*Money:$760            *
*****

```

Their levels are getting higher. Use a nice Thunderbolt here to end this battle quick. Enter warp pad E.

```
*****
*Channeler Amanda                                     *
*****
*Gastly      * Lv. 34 * Exp:691*
*Haunter     * Lv. 34 * Exp:918*
*****
*Money:$1088                                         *
```

Who let these clowns into the gym? They are seriously underleveled. Still easier than what you faced already in this gym. Use warp pad F.

```
*****
*Channeler Tasha                                     *
*****
*Gastly      * Lv. 33 * Exp:670*
*Gastly      * Lv. 33 * Exp:670*
*Haunter     * Lv. 33 * Exp:891*
*****
*Money:$1056                                         *
```

Much easier than before. Use warp pad G.

```
*****
*Psychic Johan                                     *
*****
*Kadabra     * Lv. 31 * Exp:963*
*Kadabra     * Lv. 31 * Exp:963*
*Mr. Mime   * Lv. 31 * Exp:903*
*Slowpoke   * Lv. 31 * Exp:657*
*****
*Money:$620                                         *
```

A larger team, but lower levels so this is quite simple nonetheless. Once you have defeated the last trainer, use warp pad N. From there use warp pad O to reach Sabrina.

My Pokemon:

```
*****
* Pokemon * Level *
*****
*Blastoise*  55 * Yes, I AM terribly overleveled. So?
*****
*Pidgeot *   55 *
*****
*Dugtrio *   55 *
*****
*Flareon *   55 *
*****
*Lapras *   55 *
*****
```

Sabrina's Pokemon:

```
*****
*Gym Leader Sabrina                                 *
*****
*Kadabra     * Lv. 38 * Exp:1180*
*Venomoth    * Lv. 38 * Exp:1123*
```

*Mr. Mime * Lv. 37 * Exp:1077*

*Alakazam * Lv. 43 * Exp:1713*

*Money:\$4300 *

First thing you will notice is that the levels are similar to that of Koga's. Her highest leveled Pokemon is also 43. Apparently Game Freak didn't expect you to level up much from Silph Co. Kadabra is just like all others. He goes down fast to Physical attacks. Venomoth isn't part Psychic, but it knows the attack Psychic. Thunderbolt, Flamethrower, Ice Beam, your choice. Mr. Mime we too have already and its low level doesn't spell anything special. Sabrina pulls out Alakazam as her last resort, and its high level packs some serious firepower. If you aren't up to par on your training his Psychic will devastate you. He also knows Recover so any damage you deal may mostly be healed at any time Sabrina wishes it. He knows Future Sight as well, making an attack occur 2 turns in the future. I really don't understand this attack. What's the difference from attacking now than later? Keep up the battling and Alakazam will soon fall. Upon your defeat Sabrina will hand over the Marshbadge and all Pokemon up to Level 70 acquired in trades will obey you. You can also use Rock Smash outside of battle. She will also hand over TM 04-Calm Mind. This move raises the Special Attack and Special Defense of a Pokemon by one level. Cool.

~VIII.Empty Mansions, Idiot Questions, and the Seventh Badge~

Mission Objectives

- Find a use for Surf and make way for Cinnabar Island
- Revive the fossils you have collected on your journey
- Wonder around Pokemon Mansion and find the Secret Key
- Enter the gym and battle for the seventh badge

=====
VIII1.Visit Mom
=====

Right now we have two choices to make. We need to reach the seventh gym, located on Cinnabar Island naturally in the middle of Kanto's ocean. We can Surf there from either Fuchsia City or from Pallet Town. Fuchsia City is far longer and you are forced to traverse Seafoam Islands, a large underground cavern, in order to reach Cinnabar. Pallet Town is directly north of Cinnabar with but a few swimmers to halt your approach there.

Head to Pallet Town if it wasn't obvious enough. Seafoam Islands, its contents and trainers on the route nearby are in the future sections after normal play of the game. Head inside of your house and talk to your mom who really doesn't care if she sees you or not. Heal yourself by talking to her. You can also talk to Oak to get your Pokedex evaluated. Head south to find a pool of water. Begin surfing into it.

The path to Cinnabar is filled with several trainers, specializing mostly in crappy underused Water-type Pokemon. Shouldn't be too much trouble zapping them away at all.

*Fisherman Ronald *

*Seaking * Lv. 28 * Exp:1020*

*Goldeen * Lv. 28 * Exp:666*

*Seaking * Lv. 28 * Exp:1020*

*Seaking * Lv. 28 * Exp:1020*

*Money:\$1008 *

Levels have dipped down again. How wasteful. I was expecting a challenge before the seventh gym. Attack the trainer fishing next to him.

*Fisherman Wade *

*Magikarp * Lv. 27 * Exp:115*

*Magikarp * Lv. 27 * Exp:115*

*Magikarp * Lv. 27 * Exp:115*

*Magikarp * Lv. 27 * Exp:115*

*Magikarp * Lv. 27 * Exp:115*

*Magikarp * Lv. 27 * Exp:115*

*Money:\$972 *

If you have ANY sanity you won't fight this trainer. If you want like 700 experience points, you can try.

*Sis and Bro Lil + Ian *

*Seadra * Lv. 33 * Exp:1095*

*Starmie * Lv. 33 * Exp:1460*

*Money:\$264 *

Another double battle to fill your needs and desire for one I suppose. This isn't anything special. Continue southbound.

*Swimmer(M) Spencer *

*Seadra * Lv. 33 * Exp:1095*

*Tentacruel * Lv. 33 * Exp:1449*

*Money:\$132 *

Hey, its not Magikarp so the experience is fine. Still, this isn't a challenge especially if your overleveled. Oops. Continue south.

*Fisherman Claude *

*Shellder * Lv. 31 * Exp:643*

*Cloyster * Lv. 31 * Exp:1348*

*Money:\$1116 *

Difficulty is easing up a little. Anyways, defeat and move to the next easy trainer.

*Fisherman Nolan *

*Seaking * Lv. 33 * Exp:1201*

*Goldeen * Lv. 33 * Exp:784*

*Money:\$1188 *

Seaking has Horn Drill. Rawr.

*Swimmer(M) Jack *

*Starmie * Lv. 37 * Exp:1641*

*Money:\$148 *

Did you notice that all swimmers, females especially, give little money when defeated? Who wants soaked money anyways?

*Swimmer(M) Roland *

*Poliwhirl * Lv. 32 * Exp:834*

*Seadra * Lv. 32 * Exp:1062*

*Tentacruel * Lv. 32 * Exp:720*

*Money:\$128 *

Somewhat difficult with powerful Water-types. Still, your levels should easily tower over his. Head for the final trainer.

*Swimmer(M) Jerome *

*Staryu * Lv. 33 * Exp:748*

*Wartortle * Lv. 33 * Exp:1011*

*Money:\$132 *

For the final trainer on this route he doesn't put up much of a fight. Once you have defeated or skipped the trainers, or at least the good ones that actually give experience, head south a bit further to reach a small dock extended into the sea. This is Cinnabar Island.

=====

VIII2.Cinnabar Island-The Fiery Town of Burning Desire

=====

Cinnabar Island, obviously, is an island. Because of that nature it isn't very big. Infact its so tiny only five buildings reside here. Pokemon Mansion, a Research Lab, Blaine's gym, the Pokemon Center and Poke Mart. There is a girl near the sign that talks about Cinnabar Island who adds a post in Blaine's section of the Fame Checker. Now that that business is out of the way, enter the Poke Mart here.

*****	Finally we visit a Poke Mart that has all of
* Poke Mart Shopping List *	the goods and not crappy, useless junk. Ultra
*****	Balls become standard now so purchase some
Ultra Ball.....\$1200	more if your low or want to catch some more
Great Ball.....\$600	Pokemon. Max Repels will be VERY helpful in the
Hyper Potion.....\$1200	future, you will see. Hyper Potions may not be
Revive.....\$1500	the best thing as I doubt your Pokemon have
Full Heal.....\$600	over 200 HP unless they are overleveled like
Escape Rope.....\$550	mine in which case feel free to buy several.

Max Repel.....\$700 Sell any of your useless items for more money
***** to spend here.

=====
VIII3.Reviving Some Ancient Pokemon
=====

Head inside the Pokemon Center that is right next to the Poke Mart to restore your Pokemon. Now that they are ready to fight (which we will soon) head inside the Pokemon Lab that is left of the Pokemon Center. It is here that some random scientists experiment with Pokemon and whatnot to further understand them. There are three rooms in that you can enter.

The first room on the left will contain several people. The man on the right will happily trade his Electrode for your Raichu. If you don't plan on using Raichu or that Pikachu at all if you caught one, and don't feel like raising a Voltorb until it evolves, then make this trade. The other lady in this room will trade her Tangela for your Venonat. Pretty stupid trade since Tangela are common in several places in Kanto. Tangela has Stardust attached to it, which can be sold for a little money. Make the trade if you want to. If not, leave the room.

The second room has a Move Tutor who will teach Metronome to any compatible Pokemon. Remember this attack? If you use Metronome you use any random attack available other than Metronome itself. Yes, Snorlax CAN randomly Fly in battle. He can also Self-Destruct or Splash. Its a do or die move, generally for novelty. Don't use it seriously.

The final room in the lab has a man who will trade a Seel for your Ponyta. You have yet to encounter either of these Pokemon, so the trade is impossible as of now. You will need to catch a Ponyta (we can get one somewhat soon) to get this Seel. Seel is common in Seafoam Islands making this a seemingly dumb trade when you think about it.

There is also another man standing next to a machine. This scientist has created a device that will resurrect any ancient Pokemon from its fossilized remains. Hand over the Helix/Dome fossil finally that you have been keeping. He says it will take "some time" to finish. Leave the lab completely then enter again. He will hand over your finished Pokemon. Omanyte for the Helix Fossil, Kabuto for the Dome Fossil. Also hand over the Old Amber which will transform into Aerodactyl once revived. Enjoy your new Level 5 Pokemon. Time for the gym.

...huh? We can't get in? Who the hell LOCKS their damn gym doors? We need the key, and the only place left to check is Pokemon Mansion next door!

=====
VIII4.The Pokemon Mansion Mysteries
=====

***** A large variety of Pokemon wander the
Pokemon Mansion Pokemon Listings destroyed and abandoned halls of Pokemon
***** Mansion. There is a mystery behind it to
*Ditto *Rare * some extent. Most of the Pokemon found
*Rattata *Rare * here are version exclusive, save Ditto
*Raticate *Uncommon * and the Rattata family. Fire and Poison
*Weezing *Rare (FR) * types will try to inflict their
*Koffing *Common (FR) * appropriate status affect upon you. All
*Koffing *Uncommon (LG) * the wild Pokemon found here are well
*Vulpix *Rare (LG) * over level 30, some a little less or
*Grimer *Uncommon (FR) * more. Bring plenty of Antidotes and Burn
*Grimer *Common (LG) * Heals if possible, or just use Max

*Muk *Rare (LG) * Repels and avoid these battles altogether
*Growlithe *Uncommon (FR) * now. There are trainers in the building

and you can get experience from them.

Head left as you start off on a red carpet, then head north. There are some rocks on the ground. Face the northern most one and use the Itemfinder to receive another Moon Stone. There's only one left in Kanto! If you follow the room to the right an Escape Rope will be on the ground. Remember your goal here is to pick up the Secret Key so we can unlock Blaine's gym doors. Head left to find an awaiting trainer.

*Youngster Johnson *

*Ekans * Lv. 33 * Exp:438*
*Ekans * Lv. 33 * Exp:438*
*Raticate * Lv. 34 * Exp:844*

*Money:\$544 *

They can hurt you at low levels, but otherwise a moderately simple team to wipe out. Next to Johnson is a statue in the shape of Mew. If you inspect it there is a hidden button on it. These buttons control the doors on the current floor you are on. Activate the button then head back right. There is an opening with a free Protein waiting for you. Nearby are some stairs you can head up. Do so, then up the next set of stairs. If you head south you will find a useful Max Potion right next to a trainer.

*Burglar Simon *

*Ninetales * Lv. 38 * Exp:1449*

*Money:\$3344 *

Wow. This guy has a crapload of money. :) Defeat Ninetales with a single Surf. Nearby Simon is a book on a table. These books are in various locations in Pokemon Mansion and talk about the doomed experiment that occurred here. This one says "Mew gave birth. We named the newborn Mewtwo." Head back down the stairs after this tidbit and head down for another battle.

*Burglar Arnie *

*Charmander * Lv. 34 * Exp:472*
*Charmeleon * Lv. 34 * Exp:1033*

*Money:\$2992 *

Several more Surf's will destroy this team as well and give you a hefty reward for winning. Head south and loop around the pathway, around the rock maze. This is a creepy building. You will discover another diary entry on a table. It states "We christened the newly discovered Pokemon Mew." The path ahead curves north and south. North holds another diary entry, this one being "A new Pokemon was discovered deep in the jungle today." These entries are far out of order aren't they? Head south for a Calcium, then head all the way back to the stairway you used to reach this floor. There is a Mew statue there. Press the button and head north and into a room that was locked by a door. Enter the stairs there.

Head east until you reach an Iron on the ground (this place has all the stat raising items...interesting eh?). There is another Mew statue nearby. Press it to open a door south. Enter it and face the scientist.

```
*****
*Scientist Braydon          *
*****
*Magnemite   * Lv. 33 * Exp:628*
*Magneton    * Lv. 33 * Exp:1138*
*Voltorb     * Lv. 33 * Exp:727*
*****
*Money:$1584              *
*****
```

Once you have defeated him, head downstairs to enter a small room with more rocks. If you stand at the top of this room, one space from the right wall then use the Itemfinder to find a hidden Rare Candy on the ground. There's stairs next to this Rare Candy. In a dead-end room, there is a HP Up. Head back up the stairs and to the scientist. A large black area lies south. It looks like nothing, but you can fall through it. You need to pick either the left side or the right. The right side leads you back near the entrance, forcing you to repeat above steps to get back up here. The left side leads to the basement which is what you want.

Actually, almost. The exit out of this place is south of here, but we need the key still! This exit is different than the entrance, but you will appear out of the entrance door. If you head back in, you will need to start all over again. Don't friggin leave! Instead, fight the trainer near the stairs.

```
*****
*Scientist Ted             *
*****
*Electrode   * Lv. 29 * Exp:931*
*Weezing     * Lv. 29 * Exp:1074*
*****
*Money:$1392            *
*****
```

Pretty sad that this is a simple battle. Oh well. To the right of Ted is a Carbos. Head downstairs and into the basement. Follow the path west until you find an opening into a small room with a trainer.

```
*****
*Burglar Lewis           *
*****
*Growlithe   * Lv. 34 * Exp:663*
*Ponyta      * Lv. 34 * Exp:1107*
*****
*Money:$2992            *
*****
```

Another simple battle for a ton of money. There is a diary on the table next to him. It says "Mewtwo is far too powerful. We have failed to curb its vicious tendencies..." Activate the button on the Mew Statue next to the table, opening a door here and one far away on this floor. Head right near the stairs, then north. If you enter through the middle of this passageway then a scientist will spot you. Walk around him or battle if you want.

```
*****
*Scientist Ivan          *
*****
*Magnemite   * Lv. 34 * Exp:648*
*Electrode   * Lv. 34 * Exp:1092*
```

*Money:\$1632 *

After the battle, continue heading north and into the empty bedroom. There is a Mew statue here. Press the button again to open up a room next door. In here is an item left for the taking. It is TM 14-Blizzard. If you head to the next room then you will find TM 22-Solarbeam on the floor. The Secret Key is on the table. Also, if you don't understand the diary entries, basically some scientists find Mew in the wild, try to clone his DNA, make Mewtwo, he turns mad, kills everyone, and is now gone and is but a distant memory.

Use the Escape Rope to get the hell out of here. Back in Cinnabar, heal at the Pokemon Center, buy some Burn Heals most certainly, and unlock the door to the gym.

=====

VIII5.Cinnabar Island Gym

=====

Now that we have infiltrated Blaine's gym, a ton of trainers decide to block your way from getting to him. Infact, so are doors. There is a machine next to each trainer and it asks an "Idiot Question". Get it right and the door opens to the next room and you don't have to fight the trainer. Get it wrong and you are forced to battle the trainer.

Question #1-Does Caterpie evolves into Metapod? (Yes, of course it does!)

*Burglar Quinn *

*Growlithe * Lv. 36 * Exp:702*

*Vulpix * Lv. 36 * Exp:486*

*Ninetales * Lv. 36 * Exp:1372*

*Money:\$3168 *

A pretty easy battle if you get the question wrong or want some experience. All the trainers and Blaine use these kind of Pokemon. Surf them away. This gym should be cake.

This next guy doesn't have a question near him. Fight him for some more experience though.

*Super Nerd Erik *

*Vulpix * Lv. 36 * Exp:486*

*Vulpix * Lv. 36 * Exp:486*

*Ninetales * Lv. 36 * Exp:1372*

*Money:\$864 *

Pretty much a copy of the previous battle. Once again you know what to do. Destroy him and move to the next stupid question.

Question #2-Are there are nine certified Pokemon League Badges? (Uh...I think myself and the game have stated, more than often, that there are 8 badges.)

*Super Nerd Avery *

*Ponyta * Lv. 34 * Exp:1107*
*Vulpix * Lv. 34 * Exp:459*
*Charmander * Lv. 34 * Exp:472*
*Growlithe * Lv. 34 * Exp:663*

*Money:\$816 ******

Pretty easy if you want to fight him. Continue towards the next question.

Question #3-Does Poliwhg evolve three times? (NO Pokemon evolves three times!
Pretty simple question.)

*Burglar Ramon *

*Ponyta * Lv. 41 * Exp:1335*

*Money:\$3608 ******

Possibly longer than other battles This high leveled Ponyta can hurt you bad
if you let it. Move to the next question.

Question #4-Are Electric-type moves effective against Ground-type Pokemon?
(... Uh, you MUST know this by now. Please say you do. You know its no,
right?)

*Super Nerd Derek *

*Rapidash * Lv. 41 * Exp:1686*

*Money:\$984 ******

Like the previous battle only with some more power and HP. Be careful and
heal burns if need be. Talk to Derek afterwards to add some Blaine info to
the Fame Checker. Move on.

Question #5-Pokemon of the same kind and level aren't identical? (Yes, they
aren't! With so many IV combinations and starting stats, you will rarely,
if ever, find two Pokemon exactly the same.)

*Burglar Dusty *

*Vulpix * Lv. 37 * Exp:499*
*Growlithe * Lv. 37 * Exp:721*

*Money:\$3256 ******

Just as easy or hard like the previous battles. Grab the huge cash reward and
go to the final question.

Question #6-Does TM 28 contain Tombstony? (Tombstony isn't an attack! What a
stupid name! And you HAVE this TM. Its Dig, remember?)

*Super Nerd Zac *

*Growlithe * Lv. 37 * Exp:721*

*Vulpix * Lv. 37 * Exp:499*

*Money:\$888 *

Its EXACTLY like the previous battle. Ha.

Blaine is up ahead. Before intiation the battle, inspect the picture on the wall behind him. Its a picture of Mr. Fuji and Blaine side by side, grinning happily. This is part of Blaine's Fame Checker. Now, time to face Blaine!

My Pokemon:

* Pokemon * Level *

Blastoise 56 * I'm still overleveled.

*Pidgeot * 55 *

*Dugtrio * 55 *

*Flareon * 55 *

*Lapras * 58 *

Blaine's Pokemon:

*Gym Leader Blaine *

*Growlithe * Lv. 42 * Exp:819*

*Ponyta * Lv. 40 * Exp:1302*

*Rapidash * Lv. 42 * Exp:1728*

*Arcanine * Lv. 47 * Exp:2145*

*Money:\$4700 *

Blaine is a bit of a tough gym leader if you are underleveled or don't have any good Water-type Pokemon to speak of (Using Surf on an HM slave?). All four of Blaine's Pokemon know Fire Blast. It is one of the most powerful Fire-type attacks in the game and has a high chance of inflicting a burn upon your Pokemon. However, its accuracy isn't all that high and it does miss time to time. Use Burn Heals whenever needed. Use Rain Dance if you have it. It weakens all Fire-type attacks making Fire Blast worthless AND makes it impossible to recieve a burn. Arcanine doesn't have just Fire Blast of course. He has Extremespeed, a powerful version of Quick Attack. Blaine will constantly use Full Restores and Hyper Potions to keep his Arcanine and Rapidash alive as long as possible. Kill them both fast. Use Water-types in this battle to minimize damage done by Fire Blast. Once you win you will recieve TM 38-Fire Blast and the Volcano Badge. You can now use HM 08-Waterfall outside of battle. You've never SEEN Waterfall before, and won't for quite a while. Don't worry about it.

Leave the gym and Bill will rush up to talk to you. He says he's willing to take you on a hyperspeed cruise boat to One Island, far south of the mainland of Kanto. If you want to do this sidequest then select yes. If you want to continue with the game select no. I will assume you said no. Bill will wait in the Pokemon Center should you change your mind. I will cover this section AFTER beating the Elite 4.

~IX.Short Trip to the Final Badge~

Mission Objectives

-Battle for the final badge

=====
IX1.Huh?
=====

You may be wondering what makes this segment so damn simple. Any tricks? Team Rocket maybe? Someone in trouble? WHAT? In reality, you've had access to the last gym the entire game, its just that you aren't able to face him until now. Guess where the gym is? That's right! In northern Viridian City! You were forced to pass it up first time through the town and we...didn't return ever since. Fly straight to Viridian City.

=====
IX2.Viridian City Gym
=====

Make sure you heal after Blaine's gym battle! The directional pads make a comeback! Luckily you aren't forced to set foot on them in order to reach the final gym leader. Nobody knows who he is. Have you guessed him yet? Head left onto the directional arrow and begin the path with a trainer.

*Tamer Cole *

*Arbok * Lv. 39 * Exp:1228*
*Tauros * Lv. 39 * Exp:1762*

*Money:\$1560 *

These trainers have significantly upped their levels. The trainers in this gym use a mix of Pokemon. Use strong attacks to finish these guys off. Continue to the next trainer.

*Blackbelt Kiyo *

*Machoke * Lv. 43 * Exp:1344*

*Money:\$1032 *

Pretty simple, unless you are at pretty low levels. Walk along the path with more directional arrows to the next trainer.

*Cooltrainer Samuel *

*Sandslash * Lv. 37 * Exp:1291*
*Sandslash * Lv. 37 * Exp:1291*
*Nidorino * Lv. 39 * Exp:985*
*Nidoking * Lv. 39 * Exp:1629*
*Rhyhorn * Lv. 38 * Exp:1098*

*Money:\$1404 *

Get ready for a ton of experience in this battle! Surf completely destroys

this team. Feel free to use it. The next directional arrows will wind you back where you started. Head north, avoiding the directional pads to meet with three trainers near eachother.

```
*****
*Cooltrainer Yuji          *
*****
*Sandslash   * Lv. 38 * Exp:1306*
*Graveler   * Lv. 38 * Exp:1090*
*Graveler   * Lv. 38 * Exp:1090*
*Marowak     * Lv. 38 * Exp:1009*
*Onix        * Lv. 38 * Exp:879*
*****
*Money:$1368              *
```

Another team loaded to the brim with experience. More Surf action is coming this way! Isn't this like Brock's gym? Head left to the next trainer.

```
*****
*Blackbelt Atsushi        *
*****
*Machop      * Lv. 40 * Exp:753*
*Machoke     * Lv. 40 * Exp:1251*
*****
*Money:$960              *
```

Another easy battle. You should be used to this by now. Head to the next trainer.

```
*****
*Tamer Jason              *
*****
*Rhyhorn     * Lv. 43 * Exp:1243*
*****
*Money:$1720             *
```

One Surf will obliterate him. Head north and you will be forced into a battle with a trainer.

```
*****
*Cooltrainer Warren      *
*****
*Marowak     * Lv. 37 * Exp:982*
*Marowak     * Lv. 37 * Exp:982*
*Rhyhorn     * Lv. 38 * Exp:1098*
*Nidorina    * Lv. 39 * Exp:976*
*Nidoqueen   * Lv. 39 * Exp:1620*
*****
*Money:$1404             *
```

Nidoqueen indeed is weak to a Surf. The majority of his team is as well. Pretty shoddy battle... The next trainer will jump you from the north.

```
*****
*Blackbelt Takashi       *
*****
*Machoke     * Lv. 38 * Exp:1188*
*Machop      * Lv. 38 * Exp:715*
*Machoke     * Lv. 38 * Exp:1188*
*****
```

*Money:\$912

*

The gym leader is in sight, but Takashi is blocking your way! Leave the gym then reenter to reset their positions in the gym. Retrace your steps back to him and you can freely pass to...Giovanni? Grand. Did you guess that he was the mystery gym leader? Prepare to battle for our final badge!

My Pokemon:

* Pokemon * Level *

Blastoise 60 * Blastoise and Lapras win.

*Pidgeot * 60 *

*Dugtrio * 60 *

*Flareon * 60 *

*Lapras * 60 *

Giovanni's Pokemon:

*Gym Leader Giovanni *

*Rhyhorn * Lv. 45 * Exp:1300*

*Nidoqueen * Lv. 44 * Exp:1828*

*Nidoking * Lv. 45 * Exp:1879*

*Rhyhorn * Lv. 50 * Exp:1446*

*Dugtrio * Lv. 42 * Exp:1377*

*Money:\$5000 *

Giovanni is a pathetically simple gym leader. He's just a higher leveled Brock. Using Surf on all of his Pokemon pretty much guarantees victory. he ended up keeping both Nido's after all, and never did decide to evolve his Rhyhorn's. Pretty stupid move since Rhydon is far superior, even though it is by a little amount. Once you have defeated him he will concede to you and hand over TM 26-Earthquake along with the Earth Badge.

Talk to Giovanni again. He will mumble about his plans for the future and how you can't stop him (Perhaps this plot poured into G/S/C...) and then vanish forever. Use the Itemfinder on the spot he was standing to find the Macho Brace which doubles the amount of EV's gained if that Pokemon participated in battle and isn't at max EV's already.

Finally before leaving, talk to the guy near the door. He will add another page to Giovanni's Fame Checker.

~X.The "Victory" Road to Indigo Plateau~

Mission Objectives

-Battle Gary one more time

-Show our Badges to the Guards blocking access to Victory Road

-Finish Victory Road and enter Indigo Plateau

We have all 8 Badges, now we can finally access Indigo Plateau and boot out the Elite 4 and claim the title as Champion. Firstly we must pass through Victory Road as a test to see who is worthy to fight against the Elite. Make sure to heal up and stock up on items because you won't see a Pokemon Center for quite a while. Head west out of Viridian City and onto Route 22. Gary will be waiting for you and naturally challenges you to a battle.

```
=====
X1.Gary Battle #7
=====
```

My Pokemon:

```
*****
* Pokemon * Level *
*****
*Blastoise* 60 * They didn't change at all.
*****
*Pidgeot * 60 *
*****
*Dugtrio * 60 *
*****
*Flareon * 60 *
*****
*Lapras * 60 *
*****
```

Gary's Pokemon:

```
Choose your starter*****
----->* Bulbasaur * Charmander * Squirtle *
*****
*Charizard:Lv.53 *Blastoise:Lv.53 *Venusaur:Lv.53 *
*Exp:??? *Exp:??? *Exp:2361 *
*Pidgeot:Lv.47 *Pidgeot:Lv.47 *Pidgeot:Lv.47 *
*Exp:1731 *Exp:1731 *Exp:1731 *
*Gyarados:Lv.45 *Exeggcute:Lv.45 *Growlithe:Lv.45 *
*Exp:2062 *Exp:??? *Exp:877 *
*Alakazam:Lv.47 *Alakazam:Lv.47 *Alakazam:Lv.47 *
*Exp:1872 *Exp:1872 *Exp:1872 *
*Exeggcute:Lv.45 *Growlithe:Lv.45 *Gyarados:Lv.45 *
*Exp:??? *Exp:877 *Exp:2062 *
*Rhyhorn:Lv.45 *Rhyhorn:Lv.45 *Rhyhorn:Lv.45 *
*Exp:1300 *Exp:1300 *Exp:1300 *
*****
*Money:$1908 *
*****
```

Gary's team is moderately different than when you last fought him in Silph Co. All of his Pokemon have been upped at least 10 additional levels. Also, Rhyhorn at Level 45 has been added to all three teams. As with Giovanni he also hasn't evolved him. Stupid foo'. Surf his ass away.

Gyarados is still mega weak to Thunderbolt. At least one of your Pokemon should have that attack, so waste away Gyarados before he uses Hyper Beam. Pidgeot has also been leveled up considerable, but he too is obliterated by a mere Thunderbolt. The only problem with him this time is he decided to learn Featherdance. This attack MASSIVELY lowers your Attack stat. Since Thunderbolt is special, keep Physical Sweepers out of harm's way. His other attacks are Normal and Flying.

Growlithe and Exeggcute, his only stone-evolution Pokemon, are still not evolved. Because of this their stats are considerably low and a Surf to Growlithe or a Flamethrower to Exeggcute will utterly destroy them.

Alakazam remains a problem if don't (and you most likely don't) have a Dark-type attack. Alakazam's high Special Attack, HP, and Speed will pose a problem to your team more than likely. He knows Recover and Disable to mess with your mind. Attack with strong moves to wipe Alakazam away as fast as possible. He may use Recover, but just keep attacking him.

As for the starter just use type-effectiveness. Surf or some form of a Rock-type attack will kill Charizard real fast. Blastoise is still easily killed by a Thunderbolt and Venusaur is owned by a Flamethrower or Psychic.

Once Gary loses, he will STILL say he is better than you. There's no "Strangle" option, sorry. Gary will leave to challenge and beat the Elite 4 before you have a chance to. He further west and into the gatehouse.

=====
X2.The Path to Victory Road
=====

Once you enter the gatehouse you will find a short room with a guard blocking the door. If you try to pass him he will demand to see the Boulder Badge from Brock. Seeing it, we can pass into Route 23. The next guard wants to see the Cascadebadge from Misty. Pass the guard and looping along the S-shaped pathway the next guard will want to see the Thunderbadge. Show it off, then head left. You can noticeably see a dark spot on the ground. Search the ground for a hidden Leppa Berry.

The next guard will ask for the Rainbowbadge. Of course you should have that one. The guard after that will want to see the Soulbadge. From this guard you will need to surf across the water to the other side. In the pond is a swimming guard who wants to see the Marshbadge. Back on dry land are several patches of grass.

***** It is here you will find several wild
* Route 23 Pokemon Listings * Pokemon before setting foot into Victory
***** Road. These guys aren't a big deal, though.
* Spearow * Common * Mind you you will need to have at least 60
* Fearow * Uncommon * different types of Pokemon in your Pokedex
* Sandshrew * Common (LG) * by the time you beat the Elite 4 to save
* Sandslash * Rare (LG) * wasting time catching them AFTERWARDS. Pick
* Ekans * Common (FR) * up several Pokemon here if you don't
* Arbok * Rare (FR) * already have them.
* Primeape * Common *
* Mankey * Rare * A little bit north in one of the grassy
***** patches is a dark spot on the ground. Stand
next to it and inspect the spot to find a hidden Aspear Berry on the ground.
Nifty. Further north is a guard who will want to see the Volcanobadge. I do
believe we have that one as well. Just past her is the final guard asking
to inspect the Earthbadge. Hopefully you beat Giovanni already. Now that we
have passed all the guards a door to a large cavern lies ahead. This is the
entrance to Victory Road. If you need to buy items or heal up, do so now.
You won't be leaving Victory Road for a while once you enter. When you are
ready, enter the final cavern.

=====
X3.Victory Road
=====

***** Victory Road, after seeing the nice picture,

* Route 5/6 Pokemon Listings * as a large dungeon spanning several floors.
 ***** As if that wasn't enough, you are forced to
 *Machop *Common * to complete rock puzzles by pushing a boulder
 *Machoke *Uncommon * onto a small target in order to release the
 *Onix *Uncommon * path to the next ladder. Victory Road also
 *Mankey *Common * houses the best Pokemon trainers in Kanto,
 *Primeape *Rare * all waiting to kick your ass or until you
 *Marowak *Rare (B Floors)* kick their's. If you can beat them easily
 *Sandslash *Uncommon (LG) * then the Elite 4 will be little trouble for
 *Arbok *Uncommon (FR) * you. Let's get going.
 *Golbat *Uncommon *

***** To the left of the entrance is a boulder. To
 the right of the entrance is a small dot on the ground. You need to push the
 boulder onto this dot to open a path to the next ladder. I will direct you
 one step at a time. Use Strength and push the boulder one square down, then
 all the way to the right until it hits the wall. Then move it two spaces
 north. Push the rock seven spaces to the right after that. Then push it
 north twice, then right once and move it one space south and onto the button.
 This opes up a closed pathway on the floor. Head back near the entrance and
 up the stairs. You will soon meet a trainer.

 *Cooltrainer Naomi *

 *Persian * Lv. 42 * Exp:1332*
 *Vulpix * Lv. 42 * Exp:567*
 *Ninetales * Lv. 42 * Exp:1602*
 *Ponyta * Lv. 42 * Exp:1368*
 *Rapidash * Lv. 42 * Exp:1728*

 *Money:\$1512 *

You should still be packing Surf somewhere on your team from the last gym
 battles. Use the attack to wash away Naomi. Past her is a fork in the road.
 Head right to find two item balls, blocked by a stone boulder. You can move
 the boulder to pick up one of the items, but this prevents access to the
 other one. The ball on the left contains one of the last Rare Candies in the
 game. The ball to the north holds TM 02-Dragon Claw, undoubtedly debated
 the best Dragon-type attack in the game. If you want the other ball, leave
 Victory Road to reset the placement of the rocks. You will need to put the
 boulder on the button again, but now you can reach the item you missed. Head
 back to where the trainer is and head left this time to reach the ladder
 downstairs. Sadly, as you try reaching it you will probably get ambushed by
 a trainer hiding off screen.

 *Cooltrainer Rolando *

 *Raticate * Lv. 42 * Exp:1159*
 *Charmeleon * Lv. 42 * Exp:1278*
 *Charizard * Lv. 42 * Exp:1881*
 *Ivysaur * Lv. 42 * Exp:1269*
 *Wartortle * Lv. 42 * Exp:1287*

 *Money:\$1512 *

Another simple trainer. He should have Blastoise and Venusaur on his team
 rather than a crappy Raticate, but meh. Nearby to the right is a rock with a
 hidden Rare Candy inside of it. Well, the first area was done and you won't
 be back here anytime soon. Head up the ladder to the next floor.

There is a boulder to the south once you appear up the ladder. Push the boulder two spaces to the left, then two squares south, and lastly two more squares left. This will push the boulder onto the button and opens up a path on the ledge near the ladder you just used. Use the stairs to reach the ledge and face another awaiting trainer.

```
*****
*Blackbelt Daisuke          *
*****
*Machoke      * Lv. 43 * Exp:1344*
*Machop       * Lv. 43 * Exp:810*
*Machoke      * Lv. 43 * Exp:1344*
*****
*Money:$1032                *
*****
```

Not much variety in this guy's team. Destroying his few Pokemon shouldn't take too long at all. Follow the path past Daisuke and off the ledge. Head left to find TM 37-Sandstorm. Ignore the next trainer near the barricade for now and follow the path looping around the ledge. A Full Heal waits in some sand. You can't miss it. The next trainer constantly walks near the sand.

```
*****
*Tamer Vincent              *
*****
*Persian      * Lv. 44 * Exp:1395*
*Golduck      * Lv. 44 * Exp:1639*
*****
*Money:$1760                *
*****
```

This team certainly isn't that tough. A Thunderbolt on Golduck will easily do him in. Ignore the ladder to the right for a few moments and follow the path north for yet another wandering trainer.

```
*****
*Juggler Vincent           *
*****
*Mr. Mime     * Lv. 48 * Exp:1398*
*****
*Money:$1920                *
*****
```

This high leveled Mr. Mime can easily destroy an underleveled team. Make sure you can destroy it easily, put it to sleep fast, or something on those levels. After the battle, pick up TM 07-Hail right next to this Vincent and head back to the previous Vincent (Brothers?). NOW head up the ladder to the right.

There is a boulder right near you, and an item ball near it. Another trainer guards this item, though.

```
*****
*Cooltrainer George       *
*****
*Exeggutor    * Lv. 42 * Exp:1908*
*Cloyster     * Lv. 42 * Exp:1827*
*Arcanine     * Lv. 42 * Exp:1917*
*Sandslash    * Lv. 42 * Exp:1467*
*Electrode    * Lv. 42 * Exp:1350*
*****
*Money:$1512                *
*****
```

A pretty good team as it actually has some form of variety. Use some more type advantages and pick up the Max Revive just past George. Cool. Start pushing the boulder two spaces north, then all the way to the left wall. Once you hit the wall, move the boulder one space south, then four spaces to the left. This will remove the barricade on this floor. Take the ladder right next to the boulder to pick up TM 50-Overheat and fight a trainer.

*Pokemaniac Dawson *

*Charmeleon * Lv. 40 * Exp:1216*

*Lapras * Lv. 40 * Exp:1876*

*Lickitung * Lv. 40 * Exp:1087*

*Money:\$1920 *

This is a small and low leveled team. You should have no problem defeating them. If you choose to kill this trainer and pick up Overheat, then you will need to push the boulder onto the target all over again. After you have done so, head back to where the boulder originally lay and head southwest a bit and onto the ledge. A trainer is awaiting you.

*Cooltrainer Alexa *

*Clefairy * Lv. 42 * Exp:612*

*Jigglypuff * Lv. 42 * Exp:684*

*Persian * Lv. 42 * Exp:1332*

*Dewgong * Lv. 42 * Exp:1584*

*Chansey * Lv. 42 * Exp:2295*

*Money:\$1512 *

This battle is mostly easy, except for Chansey. She has a ****load of HP. That, and she knows Softboiled which restores a large amount of HP, Sing, Egg Bomb and some other probably useless attack. Use Physical attacks, or Fighting-type attacks to take down Chansey fast before she screws over your team. After the battle, continue following the path off of the ledge. Two trainers stand back to back near eachother. Fight them.

*Cooltrainer Colby *

*Kingler * Lv. 41 * Exp:1809*

*Tentacruel * Lv. 42 * Exp:1845*

*Poliwhirl * Lv. 42 * Exp:1179*

*Blastoise * Lv. 43 * Exp:1935*

*Seadra * Lv. 42 * Exp:1395*

*Money:\$1548 *

An all Water-type team. Thunderbolt will get some useage out of this battle for sure. Fight the girl next to Colby.

*Cooltrainer Caroline *

*Bellsprout * Lv. 42 * Exp:756*

*Weepinbell * Lv. 42 * Exp:1359*

*Victreebel * Lv. 42 * Exp:1719*
*Paras * Lv. 42 * Exp:630*
*Parasect * Lv. 42 * Exp:1152*

*Money:\$1512 *

This time around its an all Grass-type team. Flamethrower, Ice Beam, whatever it takes to kill them. They will use status inflicting attacks very often, so beware. Just past her is a boulder right next to a hole. Push in the boulder then fall down the hole as well. Push the rock left 19 spaces onto the button to open up a barricade towards the exit out of this place. Head back to where the boulder fell to find the ladder and a trainer.

*Juggler Nelson *

*Drowzee * Lv. 41 * Exp:895*

*Hypno * Lv. 41 * Exp:1449*

*Kadabra * Lv. 41 * Exp:1273*

*Kadabra * Lv. 41 * Exp:1273*

*Money:\$1640 *

Pretty simple team. At this point, anything will do really to obliterate this team. Head for the ladder after the battle. There is one last double battle before you can leave Victory Road.

*Cool Couple Ray and Tyra *

*Nidoking * Lv. 45 * Exp:1888*

*Nidoqueen * Lv. 45 * Exp:1868*

*Money:\$2160 *

One Surf, which hurt both foes, can easily knock them both out or at least severely damage them. Awesome. Head down the ladder just past these trainers to discover you are finally out of Victory Road and steps away from Indigo Plateau! A move tutor is here, ready to let one Pokemon learn Double-Edge which is a powerful attack with recoil damage. Start heading northbound. A ton of Pokemon League HQ statues form a maze of sorts guarding the entrance to Indigo Plateau. Loop your way around the maze, and try to anticipate dead ends and that kind of stuff. Once you reach the entrance and set foot inside Indigo Plateau you are free to leave and Fly back here anytime.

~XI.Indigo Plateau and the Elite 4~

Mission Objectives

-Defeat the Elite 4

Well, its all come down to this. You are in the Pokemon League, and your final test will be to obliterate the Elite 4 and reign as Champion. There is a Pokemon Center in the reception room as you enter, along with a shop. Here is the list:

***** This is the final shopping list in Kanto,
Indigo Plateau Shopping List with the exception of the islands. Ultra

```

*****
*Ultra Ball.....$1200*
*Great Ball.....$600*
*Max Potion.....$2500*
*Revive.....$1500*
*Full Restore.....$3000*
*Full Heal.....$550*
*Max Repel.....$700*
*****
Balls and Great Balls could probably knock
out the Elite 4 if you were allowed to chuck
them at their heads. I prefer Hyper Potions
to Max Potions as Hypers are half the price
and none of my Pokemon, besides Lapras, have
over 200 HP, making the extra $1300 spent go
to waste. Full Heals are invaluable during
this challenge. You WILL be inflicted and to
have a chance of winning, you WILL need to
cure it.

```

North of the shop is the entrance to the Elite 4. You CANNOT leave until you either win or lose against them. There are no Pokemon Centers or shops inbetween battles so your items will have to make due. I will cover each Pokemon in the Elite 4 individually. These are the hardest, highest leveled, and most powerful Pokemon you have ever encountered. Are you ready?

And now, here is my final team...

My Pokemon:

```

*****
* Pokemon * Level *
*****
Great. Now I'm underleveled. Some Elite 4's have higher
*Blastoise* 61 * levels than me.
*****
*Pidgeot * 61 *
*****
*Dugtrio * 60 *
*****
*Flareon * 61 *
*****
*Lapras * 61 *
*****

```

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=====
XII.Elite 4 Lorelei
=====

```

Lorelei of the Elite 4 is a master at using Ice-type Pokemon. Ironically we only have Lapras as the only Ice-type we've seen and/or have caught (actually we were GIVEN Lapras). Alas, there are no instant freezing moves, but she does have many tricks up her sleeve...

Lorelei will condede \$5400 once you win.

Lorelei's Pokemon:

```

*****
*Dewgong * Lv. 52 *Ability:Thick Fat*Type:Water/Ice*Exp:1960*
*****
Attacks:Surf, Hail (lasts 5 turns), Ice Beam (10% freeze), Safeguard (No
status effects for 5 turns)

```

Dewgong will be Lorelei's first choice onto the battle field. Thick Fat will have any damage done by Fire or Ice-type attacks. Pretty stupid since both types are ineffective against Dewgong anyways. Dewgong will lead off with Hail if she gets the chance. This hurts your Pokemon 1/16ths of their HP for the 5 turns it lasts. All Pokemon who aren't at least part Ice-type will get damaged, obviously not a factor for Lorelei's team. Safeguard or Surf/Ice Beam is usually followed after Hail. Safeguard will completely block any possibility of status effects or special conditions from affecting Lorelei's entire team for 5 turns. My Lapras destroys here. Ice Beam and Surf are

ineffective against it, and Lapras can learn Thunderbolt which rips away at Dewgong and the majority of Lorelei's team. If you didn't use Lapras, anyone with Thunderbolt should drop in and defeat Dewgong. Dewgong can hurt you team massively with its STAB, and Safeguard heavily protects her too.

*Cloyster * Lv. 51 *Ability:Shell Armor*Type:Water/Ice*Exp:2218*

Attacks:Spikes (If you switch out, outcoming Pokemon gets damaged), Hail (Lasts 5 turns), Dive, Protect

Cloyster is sort of a psedo-Dewgong. He will start off using Hail unless it is already in effect, then use Protect several times in a row until it fails him. I don't know why Cloyster prefers to wimp out and use Protect. You can't hurt it and he can't hurt you that way. Shell Armor prevents any chance of a Critical Hit occuring, so box that option away. Thunderbolt is the key to victory once again in this battle. Cloyster's insane Defense will prevent anything else from majorly hurting it. Dive is pretty much a Water-type version of Dig.

*Slowbro * Lv. 52 *Ability:Oblivious*Type:Water/Psychic*Exp:1827*

Attacks:Yawn (After next turn, foe is asleep), Ice Beam, Surf, Amnesia (massively raises Sp. Def by 2 levels)

Oblivious prevents Slowbro from falling under attraction, so don't bother if you were actually going to bother doing it here. Slowbro is likely to use Yawn right at the beginning of the battle, and follow up with several Amnesia's to max out his Special Defense making him, along with his moderately decent Defense, almost unbeatable. If you are put to sleep, use the Poke Flute! Did you forget about it? Don't give Slowbro time to raise his stats, you need to kill him! Of course, Slowbro rarely attacks. It is kinda wierd to think about, though. Thunderbolt or a Dark-type attack will destroy Slowbro in several hits.

*Jinx * Lv. 54 *Ability:Oblivious*Type:Ice/Psychic*Exp:1584*

Attacks:Attract (Any male Pokemon have a 50% chance of not attacking), Ice Punch, Lovely Kiss (Inflicts Sleep), Doubleslap

Jinx is easily the most annoying Pokemon on Lorelei's team. She will almost always start off using Lovely Kiss, putting you to sleep right away as long as it doesn't miss. Attract I found rarely, if ever, used by Jynx. Good thing too since that attack is one of the most annoying status changes. Doubleslap and Ice Punch are Jynx's main way of attacking, but both attacks are pretty weak. Ice Punch should be Ice Beam which I believe Jynx CAN learn, and Doubleslap is Doublecrap. But despite the low power, you can easily be owned if your asleep, which will happen pretty much every other turn.

*Lapras * Lv. 54 *Ability:Water Absorb*Type:Water/Ice*Exp:2533*

Attacks:Surf, Ice Beam (10% chance of freeze), Confuse Ray, Body Slam (30% chance of paralysis)

Lapras definately isn't one of Lorelei's strongest Pokemon, but it does pack a huge whopping truckload of HP. My Lapras has much more, so "ha" in its face. Lapras at Lv. 54 has around 220 HP. With moderate defenses it will

easily take 2-3 Thunderbolt's in order to take him down. Remember that Lorelei has Full Restores and she will use them any time her Pokemon enter the red zone. Lapras will begin by using Confuse Ray to try and stop you from even touching him. He will then switch to Surf or Ice Beam, using Body Slam if Surf AND Ice Beam are ineffective against your Pokemon. Confuse Ray is highly annoying, and while switching out may be an option you shouldn't do it. You need to keep trying to attack Lapras. Use your best attacks, or several simple Thunderbolt's.

After defeating Lorelei, the door to the next room will open. Head through. Use some healing items if needed.

=====
XI2.Elite 4 Bruno
=====

Elite 4 member Bruno will be using strong Fighting and Rock-type Pokemon in your combat match. You may need to often switch out to claim a type advantage.

Bruno will concede \$5600 once you defeat him.

*Onix * Lv. 51 *Ability:Rock Head*Type:Rock/Ground*Exp:1179*

Attacks:Iron Tail, Roar, Rock Tomb, Earthquake

Onix is such a crappy Pokemon. One Surf is all you need, STAB or without, in order to claim a quick victory here. Earthquake and Iron Tail are his only worthwhile attacks, but not many Pokemon are weak to those attacks and can still learn Surf. Just finish him!

*Onix * Lv. 54 *Ability:Rock Head*Type:Rock/Ground*Exp:1249*

Attacks:Iron Tail, Earthquake, Sand Tomb, Double-Edge

Uh...another Surf? This Onix is no different other than being 3 levels higher and switching Roar for Double-Edge. Rock Head prevents him from taking recoil damage which he's unlikely to take anyways since he should be dead in only one turn.

*Hitmonlee * Lv. 53 *Ability:Limber*Type:Fighting*Exp:1578*

Attacks:Mega Kick, Foresight, Facade, Brick Break

Brick Break is an annoying attack that Hitmonlee holds. If you have Reflect, Barrier, or any other kind of temporary defensive move up then Brick Break will shatter right through it and deal normal damage as usual. Mega Kick is an incredibly strong attack as it stands, but it is Normal and not Fighting-type so Hitmonlee can't get any STAB off of it, which is all the better for you. Facade is a pretty weak attack on its own. However, if Hitmonlee is ever inflicted with a Burn, Poisoned, or Paralyzed, then Facade's Base Power is havily increased (I think doubled to 100, not sure. Confirmation?). Obviously, stay away from doing that. Foresight is Hitmonlee's final attack and he will never use it unless all his other attacks run out of PP, or you put out a Ghost-type Pokemon. Foresight makes it possible for a Fighting-type attack to hit a Ghost.

*Hitmonchan * Lv. 53 *Ability:Keen Eye*Type:Fighting*Exp:1590*

Attacks:Mach Punch, Rock Tomb, Sky Uppercut, Counter

Hitmonchan is much easier than Hitmonlee, however has slightly higher defenses. She will almost always start off with Mach Punch, the Fighting-type version of Quick Attack. Sky Uppercut is what she will usually use from there on, only using Rock Tomb if you send out a Flying-type Pokemon whom are super effective against Fighting. Psychic-type attacks also work wonders against Fighting-types too. Use whichever you have.

*Machamp * Lv. 56 *Ability:Guts*Type:Fighting*Exp:2316*

Attacks:Cross Chop, Bulk Up, Rock Tomb, Scary Face

Bruno's Machamp is easily his most powerful Pokemon. Machamp's Attack stat is incredibly high, and Cross Chop is one fo the most powerful Fighting-type attacks in the entire game. Bulk Up raises his Defense and already insane Attack one level more. Machamp's Special Defense is his only fault. It is complete crap. One Psychic will easily obliterate him, with or without STAB on it. Scary Face will slow down your Pokemon a bit, giving Machamp more time to add in Bulk Ups or Cross Chops. Try to avoid any Flying-type Pokemon because Machamp won't waste time in using Rock Tomb, an attack super effective against them.

Once Bruno is no more, the door to the thrid Elite 4 member will be opened.

=====

XI3.Elite 4 Agatha

=====

Were almost at the halfway point in the Elite 4! Agatha is your next foe. She wants to specialize in Ghost-type Pokemon, but alas there is nothing but the Gastly-evolution line to aid her! She enlists some other Poison-type Pokemon too. This battle is kinda like the fight with Koga when you think about it from afar.

Agatha will concede \$5800 once you beat her.

*Gengar * Lv. 54 *Ability:Levitate*Type:Ghost/Poison*Exp:2197*

Attacks:Toxic, Confuse Ray, Shadow Punch, Double Team

Gengar leads off Agatha's team, and it is an annoyer of the worst kind. Gengar will generally try to Toxic you right from the get go. You better hope it misses to squeeze in a free shot. Confuse Ray and Double Team will also keep Gengar safe as it will become even harder to target form that point. Shadow Punch will destroy your Psychic types so keep them out of the battle. Use another Pokemon to use Psychic-type attacks which are super effective against Poison, which all of Agatha;s team compose of. Use a Full Heal if you do get Toxic'd because the insane amount of damage it will deal after a short time is massive.

*Haunter * Lv. 54 *Ability:Levitate*Type:Ghost/Poison*Exp:1431*

Attacks:Hypnosis, Dream Eater, Curse, Mean Look

Remember that both Gengar's and Haunter have Levitate which prevents all

Ground-type attacks from hurting them. Haunter doesn't have any attacks that will hurt you directly. Mean Look is seldom used by Haunter, and is a pretty crappy decision to have it on his moveset. This version of Curse (There are 2 different Curse attacks) will deplete half of Haunter's HP to put a curse on you, lowering your HP 1/4th every turn. Dream Eater will steal HP from you when your sleeping and restore it back to Haunter allowing him to Curse again if need be. Curse is usually his first attack, so if you can hit him first and he used Curse he will likely suicide there on the spot.

```
*****
*Arbok      * Lv. 56 *Ability:Intimidate*Type:Poison*Exp:1764*
*****
Attacks:Sludge Bomb, Iron Tail, Screech, Bite
```

Arbok has a pretty standard moveset as far as he concerns. The attacks get the job done, but aren't too powerful. Intimidate will lower your attack by one level as soon as Arbok enters the field, so try sticking to Special Attacks. Psychic-type moves will destroy Arbok so feel free to use them here. Sludge Bomb is a very strong attack with a high Poison rate, and absolutely rapes Psychic-type Pokemon what with their crappy Defense. If you captured and raised any Steel-type Pokemon then you have your work cut out for you as all of Arbok's attacks will barely scratch you. Use type-advantages to destroy Arbok.

```
*****
*Golbat     * Lv. 54 *Ability:Guts*Type:Poison/Flying*Exp:1978*
*****
Attacks:Air Cutter, Poison Fang, Confuse Ray, Bite
```

Golbat has a moveset filled with powerful and annoying attacks, save for Bite. However, his low Base Stat in Attack makes his attack way weaker than they should be, making Golbat much simpler. Poison Fang has a very high chance of poisoning you, and Air Cutter is the Flying-type form of Slash (It has a high Critical-Hit ratio). Remember that Golbat is part Flying so you can bring out the Thunderbolt for this Pokemon. Alternatively you can stick with using Psychic, however avoid Psychic-type Pokemon as they will be destroyed soon after entering the field.

```
*****
*Gengar     * Lv. 58 *Ability:Levitate*Type:Ghost/Poison*Exp:2361*
*****
Attacks:Hypnosis, Nightmare, Sludge Bomb, Shadow Ball
```

This Gengar is far different in its moveset from the previous Gengar. Although this one possesses Hypnosis and Nightmare, he won't always use those right away. Nightmare will make you lose 1/4th your max HP every turn you are asleep. Basically it can screw one over. Sludge Bomb and Shadow Ball are very strong attacks you should have already experienced in previous Pokemon on Agatha's team. Nightmare is the only real threat in this fight. If you are eveyr put to sleep you need to use the Poke Flute right away. Losing precious HP is really bad this far into the Elite 4, and you need all you can get for the later battles.

Once the third Elite 4 member has been defeated, walk into the next room to combat the final one.

```
=====
XI4.Elite 4 Lance
=====
```

A long, winding corridor will be ahead of you and your character will walk

by themselves to the next small room, so let go of the D-Pad and get some drinks or something. Lance stands guard here, the best of the Elite 4. He will be tough, but with the right moves this shouldn't be too hard. Lance is a master of Dragon Pokemon, making this battle a tough one for sure.

You will receive \$6000 for beating Lance.

```
*****
*Gyarados * Lv. 56 *Ability:Intimidate*Type:Water/Flying*Exp:2568*
*****
Attacks:Dragon Rage, Twister, Bite, Hyper Beam
```

Gyarados is like those Pokemon you've been fighting this entire game. If you STILL don't have Thunderbolt attached to one of your Pokemon, shame on you. One Thunderbolt is likely enough to bring down Gyarados. Intimidate lowers your Attack (Which is pointless in this case) by one level. Dragon Rage will ALWAYS do 40 damage no matter what the circumstance. Bite is a simple and weak attack, so don't bring Psychic types out here unless you want some moderate damage. Twister will hit Pokemon currently using Fly, so be warned if you like that move. Hyper Beam is the big one on Gyarados, as well as the rest of his team. Hyper Beam has a Base Power of 150, causing insane damage. However, the Pokemon using it will need to recharge the next turn. If you survive a Hyper Beam, go for the kill! Lance's Pokemon are helpless when they need to recharge.

```
*****
*Aerodactyl * Lv. 58 *Ability:Rock Head*Type:Rock/Flying*Exp:2509*
*****
Attacks:Ancientpower, Wing Attack, Scary Face, Hyper Beam
```

Aerodactyl will more than likely go first due to his insane Speed stat. In addition to a high Speed, his Attack stat is also very high making his attacks cause major damage. Scary Face will slow your team down, but it's unlikely he will ever bring out that card. Ancientpower is the big attack here. It's a Base Power 100 attack, and has a 10% chance of raising EVERY stat by 1 level. Hopefully you won't get that unlucky. Remember that Fire, Flying, and Ice type Pokemon are totally raped by that attack so be sure to keep Lapras or Charizard in for him. Bring out someone else with Surf or Thunderbolt, both equally effective against Aerodactyl. Remember to heal when necessary, especially after a Hyper Beam.

```
*****
*Dragonair * Lv. 54 *Ability:Shed Skin*Type:Dragon*Exp:1665*
*****
Attacks:Hyper Beam, Outrage, Thunder Wave, Safeguard
```

Lance has two Dragonair's on his team, and this is easily the crappier of the two. Thunder Wave obviously isn't anything special, just use a Full Heal or something to get rid of Paralysis. Outrage is a pretty mediocre Dragon-type attack. However, it also confuses Dragonair after 2-3 turns so it'll become immobile after its useage more than likely. Don't waste your time trying to inflict Dragonair with Paralysis, Sleep, or any other Special Condition. Shed Skin has a 1/3 chance after both Pokemon take their turns of having any Status Effect go away. Just remember that Dragon is resistant to many common types. Use either Ice-type attacks like Ice Beam, or Dragon-type attacks (which I will never understand why Dragon is weak to itself). Lapras owns the rest of this battle.

```
*****
*Dragonite * Lv. 60 *Ability:Inner Focus*Type:Dragon/Flying*Exp:2802*
```

Attacks:Hyper Beam, Safeguard, Outrage, Wing Attack

Dragonite is Lance's primary Pokemon. Sadly it is just as easily defeated much akin to his Dragonairs. Flying and Dragon are weak to Ice so even an unSTABed Ice Beam will more than likely throw Dragonite dead, or at the least give it very low health. However, his Attack power is quite immense so if you don't kill it then Hyper Beam more than likely will. Outrage and Wing Attack are nothing to be worried about.

*Dragonair * Lv. 54 *Ability:Shed Skin*Type:Dragon*Exp:1665*

Attacks:Dragon Rage, Safeguard, Hyper Beam, Outrage

This Dragonair is similar to the previous one. Thunder Wave has been switched for the ever-crappy Dragon Rage, dealing only 40 damage. The rest of the attacks are the same and you should already know what they do. Hyper Beam is a favorite of this Dragonair.

Hopefully you end up beating Lance. Proceed into the final room.

=====

XI5.Champion Fight! Gary Battle #8

=====

As soon as you walk through the final door you will appear in a round room with...Gary? The jerk has kept calling you a loser, lamer, and whatnot despite the blatant fact he has yet to beat you. Now he's the champion, the title WE deserve. Let's go kick his ass.

Champion Gary's Pokemon:

Choose your starter*****

```

----->*      Bulbasaur      *      Charmander      *      Squirtle      *
*****
*Charizard:Lv.63 *Blastoise:Lv.63 *Venusaur:Lv.63 *
*Exp:??? *Exp:??? *Exp:2808 *
*Pidgeot:Lv.59 *Pidgeot:Lv.59 *Pidgeot:Lv.59 *
*Exp:2173 *Exp:2173 *Exp:2173 *
*Gyarados:Lv.61 *Exeggutor:Lv.59 *Arcanine:Lv.61 *
*Exp:??? *Exp:??? *Exp:2784 *
*Alakazam:Lv.57 *Alakazam:Lv.57 *Alakazam:Lv.57 *
*Exp:2271 *Exp:2271 *Exp:2271 *
*Exeggutor:Lv.59 *Arcanine:Lv.61 *Gyarados:Lv.59 *
*Exp:??? *Exp:2784 *Exp:2704 *
*Rhydon:Lv.59 *Rhydon:Lv.59 *Rhydon:Lv.59 *
*Exp:2578 *Exp:2578 *Exp:2578 *
*****
*Money:$6300 *
*****

```

*Pidgeot * Lv. 59 *Ability:Keen Eye*Type:Flying/Normal*Exp:2173*

Attacks:Aerial Ace, Sand-Attack, Featherdance, Whirlwind

Pidgeot is one Pokemon that's been with Gary since the beginning, and boy is it up to old tactics. Pidgeot is likely to spam Sand-Attack to death so you are totally incapable of harming it. Every now and then Featherdance will be used which massively lowers Attack (by 2 levels!). Don't send Physical

Sweepers out when against Pidgeot. Aerial Ace is Pidgeot's main means of attacking. Whirlwind you won't have to worry about, its only when Pidgeot's HP gets low will he bother to use Whirlwind. Use Thunderbolt or an Ice Beam and your set to go.

```
*****
*Alakazam * Lv. 57 *Ability:Synchronize*Type:Psychic*Exp:2271*
*****
Attacks:Psychic, Future Sight, Recover, Reflect
```

Alakazam is much harder with an even higher Special Attack and far more HP than your last encounter. However, Calm Mind is now replaced with Recover. Oddly enough, Alakazam will almost NEVER use Recover even if he's 1 HP away from getting killed. How strange. Gary's an idiot. Reflect will keep Special Attack damage at a minimum, and Future Sight will cause damage two turns from when Alakazam uses it (even if he dies). If Reflect is up then he will generally use Psychic and Future Sight repeatedly. Future Sight can't be doubled up or anything. Why is Gary champion again?

```
*****
*Gyarados *Lv. 59/61*Ability:Intimidate*Type:Water/Flying*Exp:2704*
*****
Attacks:Hydro Pump, Dragon Rage, Bite, Thrash
```

Gyarados is still as weak and crappy as ever. Hydro Pump, despite its high power, shouldn't be considered a serious attack. It is likely to miss and Surf is far superior to it. Dragon Rage as usual does only a mere 40 damage, and Thrash is basically a Normal-type Outrage. Gyarados will be confused 2-3 turns after its use. Intimidate will lower your Pokemon's attack one level down, but since Thunderbolt is a Special Attack that isn't a real problem.

```
*****
*Rhydon * Lv. 59 *Ability:Lightningrod*Type:Rock/Ground*Exp:2578*
*****
Attacks:Earthquake, Rock Tomb, Take Down, Scary Face
```

Gary managed to evolve his Rhyhorn into a Rhydon. Took him long enough. However, one Surf will still cream him. Lightningrod attracts all Electric-type attacks towards Rhydon, which don't even effect him anyways making it useless in a 1-on-1 battle.

```
*****
*Arcanine * Lv. 61 *Ability:Intimidate*Type:Fire*Exp:2784*
*****
Attacks:Flamethrower, Extremespeed, Bite, Roar
```

Intimidate will, once again, lower your current Pokemon's attack level down by one. Extremespeed as you should already know is a powerful Quick Attack. It will always go first, unless you use another First-Strike move and have a higher speed than Arcanine. Flamethrower is pretty powerful, and Roar will force a switch in your party. Use another Surf just like with Rhydon to kill him off fast.

```
*****
*Exeggutor * Lv. 59 *Ability:Chlorophyll*Type:Grass/Poison*Exp:????*
*****
Attacks:Giga Drain, Egg Bomb, Sleep Power, Light Screen
```

Exeggutor is nothing special to be honest. Egg Bomb will do some mediocre damage, and not only that but it has crap for accuracy. Light Screen will

raise his Special Defense, making him probably survive a Flamethrower or an Ice Beam, unless they are STABed which will probably kill him even then. Use the Poke Flute if you are put to sleep. Don't forget!

```
*****
*Venusaur * Lv. 63 *Ability:Overgrow*Type:Grass/Poison*Exp:2808*
*****
Attacks:Solarbeam, Synthesis, Growth, Sunny Day
```

Synthesis will be used easily to restore Venusaur's HP whenever it reaches critical. The health restored is heavily increased when Sunny Day is active, which it usually is when Venusaur is in play. While Sunny Day is in effect Venusaur can use Solarbeam without having to charge up first allowing him to put a world of pain upon your Pokeyman. Growth increases his Special Attack, just adding to the damage delt when he uses Solarbeam. Sunny Day also boosts Fire-type attacks which in some irony Venusaur is weak to. Exploit that weakness, or his Ice or Psychic weaknesses.

```
*****
*Charizard * Lv. 63 *Ability:Blaze*Type:Fire/Flying*Exp:????*
*****
Attacks:Fire Blast, Aerial Ace, Fire Spin, Slash
```

I'm sure you remember Fire Blast from your bout with Blaine? If you were hit by it and you weren't a Water-type or something else resistant to Fire, then you were going to get hurt quite badly with a high chance of burn. Use Full Heals if necessary. Aerial Ace never misses, so don't bother with lowering his accuracy or raising yours (which is a stupid move in itself anyways). Rock-type attacks rape through Charizard, so put an end to Gary's starter once and for all.

```
*****
*Blastoise * Lv. 63 *Ability:Torrent*Type:Water*Exp:????*
*****
Attacks:Hydro Pump, Surf, Rain Dance, Body Slam
```

Interesting moveset I must say. Hydro Pump makes a return as another crappy move Gary put on his team. Having Surf AND Hydro Pump is damn stupid. If Blastoise uses Body Slam then you risk a high chance of getting paralyzed. Rain Dance will up Water-type moves' power, but all Electric attacks will have 100% accuracy in the rain. Oops. Use a Thunderbolt on Gary's final Pokemon if you chose Charmander to win.

After defeating the Champion the following final events will occur.

=====
XI6.The Credits and Afterwards
=====

Once Gary has been promptly defeated, Professor Oak will walk into the Champion's room and start lecturing him that he didn't treat his Pokemon with respect and therefore will never win another battle. He will then talk to you and congratulate upon your victory. The two of you will walk into the next room and will enter your current team into the Hall of Fame. After that you will be shown your current time which will be imprinted onto your Trainer Card forever as the time it took you to beat the game, and then be shown the newly remixed credits.

If you followed this walkthrough then you DIDN'T go on the Island quest with Bill when you had the chance to. Because you never cleared the events up at Three Island you can't progress further with the game and get the new

Pokedex. For now you will need to go find Bill and engage in the island quest.

However if you did complete Three Island then Professor Oak will inspect your Pokedex. If you have more than 60 Pokemon in it then he will take you to his lab. Once there, you and Gary will have your Pokedexes taken away for a brief moment where Professor Oak will update them. They are now Nationalized and can hold data for all 386 Pokemon, including all of those that don't appear anywhere within Kanto's grounds. Section XIII will cover the Sevii Islands which is your next objective.

Want to beat the Elite 4 again for some experience? Too damn bad. Lorelei decided to leave Indigo Plateau after you won for some unexplained reason. Maybe we can find out why...

~XIII.End of Game Bonuses~

So you have beaten the Elite 4 and have become the new Pokemon Champion, huh? Big deal. Anybody with a brain and the capability to play hold a GBA/DS can do that. Once you beat the game is where the real challenges start to appear. There are some things that drive people insane, or pass by unknowingly right under some players. Here are those secrets and little bonuses that you can keep doing after beating the game.

=====
XIII.1.The Legendary Beasts
=====

You know these guys. I KNOW that you know these guys. After defeating the Elite 4 one of the legendary beasts will roam around Kanto, possibly landing in your next wild Pokemon battle. If you happen to encounter one of the beasts then the music during the Ho-oh/Lugia battle from G/S/C (I need confirmation on this. I know that music is from some rare battle in the game). If the large beast doesn't stand out enough and neither does the Lv. 50 standpoint, the music should since it is WAY different than a normal wild battle. However, there's only one roaming Kanto so which one is it? If you chose Bulbasaur at the start then Entei will be running around. If you chose Charmander then Suicune will roam Kanto. If you chose Squirtle then Raikou will be in Kanto.

I honestly can't find a way to explain this well, but these guys if you remember from G/S/C or Lati@s from R/S are a complete pain right up the ass to catch. Normally you could just put one of them to sleep and safely inflict damage from there. However, these guys have some sleepwalk-ability that allows them to flee even when asleep. Stupid Action Replay Pokemon. So how do you catch them?

Option one is the easiest and the one I recommend. Use the damn Master Ball. You waste no time having to hunt them over Kanto if they run away, and no need to damage them. Soblem Prolved.

Option two is the harder of the options. Once you encounter the beast, you may want to inflict it with a status effect such as sleep or paralysis. DO NOT use Burn or Poison. If the beast dies then you can NOT get it again. Be careful. Any damage you give the beast will remain forever until it has been killed or caught. The same goes for status effects. Second time you encounter the beast use a high-leveled False Swiper. False Swipe will always leave a Pokemon with at least 1 HP, ensuring that you can't kill the beast. Finally from there all you can do is prey your next encounter and next ball catches the beast.

NEVER UNDER ANY CIRCUMSTANCE USE MEAN LOOK, SPIDER WEB, OR A POKEMON WITH AN ABILITY THAT PREVENTS THE FOE FROM FLEEING!

Raikou and Entei know Roar which will instantly end the battle even if any of the above attacks/abilities are in play. If they use Roar, THEY ARE GONE FOREVER AS IF YOU KILLED THEM. This is NOT true for Suicune. Suicune doesn't know Roar, so the above tactics are fair game. For this reason Suicune is the easiest beast to capture.

Also of note about Suicune is that since it can be trapped in battle, it is forced to attack. If it ends up using Struggle (by having no attacks with any PP left) then Suicune will hurt itself in recoil damage, possibly suiciding. Be careful. Remember, you can turn your game off and restart from your last save if you kill the beast by mistake.

Option three is simple. Just trade all three of them from Pokemon Colosseum.

=====
XII2.Powdered Prizes
=====

In R/S/E we had the Berry Blender, giving us PokeBlocks for our Pokemon to enter in contests. Due to the lack of said contests, berries need another side-use. The Berry Crusher solves all of our problems. Head to Cerulean City to pick up this crappy item. To the left of the house which was robbed by Team Rocket there is a man who will hand you the Powder Jar and will trade powder for crappy prizes. But how do we use the Berry Crusher?

Sadly, a normal GBA-Link cable isn't an option. You and at least one other friend need to be using a Wireless Adaptor and head to the Berry Crush machine which is in the center room of the second floor of the Pokemon Center. All players insert a berry into the machine, and the mini-game begins. The objective is to mash the A button until the berries have been crushed. All players need to do this as fast as possible. The faster this is completed then the more powder you will receive. Also, the more players that Berry Crush the more powder you will obtain. Head back to the main for these awesome [not] prizes!

```
*****
*                               Berry Powder Trade-Off List                               *
*****
*Energypowder...A bitter powder that restores 50 HP.....50*--Amount of
*Energy Root...A bitter root that restores 200 HP.....80*      Powder
*Heal Powder..A bitter powder that all special conditions...50*
*Revival Herb..A bitter herb that revives fainted Pokemon..300*
*Protein....10 EV's into Attack stat and +1 stat point....1000*
*Carbos.....10 EV's into Speed stat and +1 stat point....1000*
*Iron.....10 EV's into Defense stat and +1 stat point...1000*
*Zinc.....10 EV's into Sp. Def stat and +1 stat point...1000*
*Calcium....10 EV's into Sp. Atk stat and +1 stat point...1000*
*HP UP.....10 EV's into HP stat and +1 stat point.....1000*
*PP UP.....Increases maximum PP of a move.....3000*
*****
```

The only item worthwhile here is the PP UP, however its insanely expensive and really isn't worth it competitive wise.

=====
XII3.Celedon City Rocket Game Corner
=====

Every Pokemon game has had a Game Corner with a variety (for the most part) of fun gambling games in order to win mass coins which you could trade in for some wicked prizes. You can't play at the casino without a Coin Case to hold your coins. In order to receive the Coin Case, head to the southeast area of the city. A row of buildings lies here. Enter the leftmost one to find a cafe-sort of place. Inside will be several people. Talk to the man at the top-left table and he will comment on his many losses at the Game Corner and won't be needing a Coin Case anymore, which he hands over to you. Cool. Head back to the Game Corner now.

As soon as you enter, bunches of coins are on the ground ready for the taking. If you head three space up and press A you will find 10 Coins. Head 5 more spaces upwards then face left, and press a for 20 Coins.

Head to the far left side of the Game Corner. Stand under the second row of slot machines. Head one space to the right, then press A for a hidden 10 Coins. If you walk six more steps right from there you can find another 10 Coins on the ground.

Also on the far left row of slot machines is a bald character. Stand next to him and walk one space north. Press A for a hidden 20 Coins. Finally for a large jackpot, the bottom left corner of the room has a Sticker Printer. Face left away from it and press A for 100 Coins.

That's all the coins you can find in the Game Corner. If you want more you will either need to buy them or play the slot machines for them. You can buy 50 Coins for \$1000 and 500 Coins for \$10000. Oddly, I expected a slight discount for buying more. Alternatively you could just do the slots. The big jackpot is lining up three red 7's just like any slot machine. This will give you 300 Coins. Lining up three blue 7's gives 150 Coins, and three Team Rocket "R" symbols give 100 Coins.

The slot machine reels' move fast. If you have a quick eye and good timing it isn't difficult at all to land a red 777. If you do have poor timing then just mashing A to stop the reels work fine too. You can win occasionally using this method.

Finally there is the aforementioned Sticker Machine in the bottom-right corner of the casino. You can choose to imprint your current team onto the back of your trainer's card. This has no purpose besides the fact it makes your card look nice. Do it if you wish.

The house nextdoor to the Game Corner holds the Redemption Center where you can trade your Coins for worked prizes. Here they are.

```
*****
*   Left Woman   * *   Center Woman   * *   Right Woman   *
*****
*Smoke Ball.....800* *Abra.....180* *TM 13.....4000*
*Miracle Seed...1000* *Cleairy.....500* *TM 23.....3500*
*Charcoal.....1000* *Pinsir (LG)....5500* *TM 24.....4000*
*Mystic Water...1000* *Scyther (FR)...5500* *TM 30.....4500*
*Yellow Flute...1600* *Dratini.....2800* *TM 35.....4000*
*****
*Porygon.....9999* *****
*****
```

These are the prizes that you can buy with your stockpile of Coins. The Left woman has several seemingly interesting prizes, but they are all pretty useless. The Smoke Ball can be bought at the Celedon Department Store for only \$1000 making it pointless to waste a ton of money on one here. The

Smoke Ball allows you to escape from any wild Pokemon. Miracle Seed raises Grass-type attacks by 10%, Charcoal raises Fire-type attacks by 10%, and Mystic Water raises Water-type attacks by 10%. These items add miniscule power to your attacks. Don't bother with them. The Yellow Flute cures Confusion from any Pokemon. It has infinite uses so only one is what you need.

The center woman holds several Pokemon that are very rare or hard to catch around Kanto. Abra is a pain since it always teleports away, Clefairy is simply hard to encounter, and you are given a version-exclusive Bug-type to buy for a cheap price too. Dratini can be found in the Safari Zone by fishing in the pools of water if you don't want to pay the fee. Porygon is the only Pokemon here that you must buy. He is quite expensive, but you don't have any other alternative.

Finally is the right woman who has 5 TM's for you, most of which are awesome. TM 13-Ice Beam is a must for many Special Sweepers or just to kill those pesky Dragon-types that you find everywhere in battles. TM 23-Shadow Ball is a great Dark-type attack which deal an insane amount of damage and a chance at poisoning. TM 24-Thunderbolt is the one attack every team needs on at least one Pokemon for pretty obvious reasons. TM 30-Iron Tail isn't such a good attack. With low accuracy and Base Power it isn't very overwhelming. But TM 35-Flamethrower is. You know that attack. Use it damn well.

=====
XIII4. Abandoned Power Plant
=====

This sidequest is completely optional, but you are able to complete it any time after defeating Koga. I recommend someone with a Sleep or Paralysis inducing attack. Don't bring someone who can inflict a Burn or Poison. You really don't want that to happen.

You need to defeat Koga because you have to Surf to the abandoned power plant. Fly to the Pokemon Center near Rock Tunnel (actually I believe you need to head to Cerulean and manually walk there. No biggie). Once there, head north of the Pokemon Center to find a small river. Use Surf and follow the straightforward path and you will end up in front of a large building. This is the power plant. It won't be renovated for several years, but until then a lone trainer will keep you company outside.

*Pokemaniac Mark *

*Rhyhorn * Lv. 29 * Exp:838*
*Lickitung * Lv. 29 * Exp:789*

*Money:\$1392 *

Since you already beat Koga this guy is merely a waste of time. Defeat him and walk into the power plant.

***** The Power Plant is a mostly straightforward
Power Plant Pokemon Listings dungeon. As you may remember, Zapdos waits
***** at the end of the building. They are many
*Voltorb *Common (FR) * side paths, but you quickly reach a dead end
*Voltorb *Uncommon (LG)* if you take any so you'll always know where
*Magnemite *Uncommon (FR)* to go. Head forward and collect the Max
*Magnemite *Common (LG) * Potion lying on the ground. Soon the path
*Magnetron *Rare (FR) * will branch off. Follow the dead end path
*Magnetron *Uncommon (LG)* right to find a TM 17-Protect. A little

*Pikachu *Common * further ahead is an Elixir. Head back to the
*Electabuzz *Rare (FR) * main path and keep following it southbound.
***** The path splits once more. If you head south
you will encounter an item ball that's actually a Lv. 34 Electrode. Defeat
for some experience. Head back to the fork and follow the path right some
more. When the path splits again head south to find TM 25-Thunder. Back on
the main path, head right again and then north with the path. When the path
splits to the left and north to a room, head north. There's two item balls
on the floor here. The ball on the right is a Thunderstone. The ball on the
left contains another Electrode. If you continue on the path you will find
it splits again to the left and south to a tiny room. The tiny room has
nothing at first, but if you stand in front of the box on the right and take
one step south you can find a hidden Max Elixir.

The rest of the path is straightforward. At the end is the door out of here,
but so is Zapdos. Before attacking him walk one space left of it and face
Zapdos. There's a hidden Thunderstone here. Cool.

Save before attacking Zapdos if you wish to catch him!

Zapdos Lv. 50

*Thunder Wave *
*Detect *
*Drill Peck *
*Agility *

Yeah, Zapdos is a bunch of nothing. The only Electric-type attack he knows
is Thunder Wave, and that doesn't even damage you! Drill Peck is his only
means of attacking. Detect is the same as Protect-Zapdos can't be harmed if
he uses it (however it may fail in rapid succession). Zapdos is already
really fast and Agility is likely to make sure Zapdos will always have the
first strike. Since this is the only Zapdos you want to catch him. Inflict
him with Sleep or Paralysis as soon as possible. Sleep especially. If he
can't hurt you then you've got several turns to damage/attempt capture
without getting hurt. Once his HP gets in the deep yellow or red start to
chuck Ultra Balls. Eventually you will ensnare Zapdos for good and he will
become all yours.

Exit through the door. You will appear on a ledge near the entrance. Hm...
seemed much bigger inside than outside. Oh well. Our business is done here.

=====
XII15.Seafoam Islands
=====

Seafoam Islands is a small islet in the middle of the ocean, inbetween
Fuchsia and Cinnabar Island. There's more to it than meets the eye.
Underground is a huge labyrinth which is likely to confuse and make you get
utterly lost. You will need someone with Surf and Strength for this mission.
Also bring somebody who can inflict Sleep or Paralysis. Its time to go fetch
us an Articuno.

Start off on Fuchsia City and head south. Just before the ocean are two
swimmers on the beach (o_0?). Defeat them.

*SwimmerM Richard *

*Tentacool * Lv. 30 * Exp:675*

*Shellder * Lv. 30 * Exp:622*

*Money:\$120 *

Levels. Too. Damn. Low.

*SwimmerM Reece *

*Goldeen * Lv. 29 * Exp:688*

*Staryu * Lv. 29 * Exp:658*

*Horsea * Lv. 29 * Exp:514*

*Money:\$116 *

This is going to be a long, boring trek. Damnit. Stupid low level losers. Get better Pokemon! Start surfing south.

*SwimmerM Tony *

*Horsea * Lv. 30 * Exp:532*

*Horsea * Lv. 30 * Exp:532*

*Money:\$120 *

Simple, simple. Keep surfing to the next trainer.

*SwimmerM David *

*Goldeen * Lv. 29 * Exp:688*

*Seeking * Lv. 29 * Exp:1056*

*Shellder * Lv. 29 * Exp:601*

*Money:\$116 *

I hope you have and are using Thunderbolt.

*SwimmerM Douglas *

*Horsea * Lv. 27 * Exp:480*

*Goldeen * Lv. 27 * Exp:642*

*Tentacool * Lv. 27 * Exp:607*

*Tentacool * Lv. 27 * Exp:607*

*Money:\$108 *

Eh, really simple.

*SwimmerM Matthew *

*Poliwag * Lv. 30 * Exp:495*

*Poliwhirl * Lv. 30 * Exp:841*

*Money:\$120 *

This is such a waste of time. I doubt anybody is actually fighting these

losers.

```
*****
*SwimmerF Anya *
*****
*Poliwag * Lv. 27 * Exp:445*
*Poliwag * Lv. 27 * Exp:445*
*Goldeen * Lv. 27 * Exp:642*
*Goldeen * Lv. 27 * Exp:642*
*Seaking * Lv. 27 * Exp:982*
*****
*Money:$108 *
```

What a long, monotonous battle. Urgh.

```
*****
*Sis and Bro Lia + Luc *
*****
*Goldeen * Lv. 30 * Exp:710*
*Seaking * Lv. 30 * Exp:1092*
*****
*Money:$240 *
```

Another double battle. Shouldn't be too difficult. More Thunderbolting for their displeasure.

```
*****
*SwimmerM Axle *
*****
*Tentacool * Lv. 27 * Exp:607*
*Tentacool * Lv. 27 * Exp:607*
*Tentacruel * Lv. 27 * Exp:1185*
*Staryu * Lv. 27 * Exp:612*
*Horsea * Lv. 27 * Exp:480*
*****
*Money:$108 *
```

I'm sick of fighting these people.

```
*****
*SwimmerF Connie *
*****
*Staryu * Lv. 29 * Exp:658*
*Staryu * Lv. 29 * Exp:658*
*Staryu * Lv. 29 * Exp:658*
*****
*Money:$116 *
```

Buy a flippin Water Stone and get some good Starmie's going!

```
*****
*SwimmerF Alice *
*****
*Goldeen * Lv. 30 * Exp:712*
*Seaking * Lv. 30 * Exp:1092*
*****
*Money:$120 *
```

If I see another Goldeen or Seaking....

*SwimmerM Barry *

*Shellder * Lv. 31 * Exp:643*
*Cloyster * Lv. 31 * Exp:1348*

*Money:\$124 *

Hey! Some actual worthwhile experience! Amazing!

*SwimmerM Darrin *

*Horsea * Lv. 28 * Exp:498*
*Horsea * Lv. 28 * Exp:498*
*Horsea * Lv. 28 * Exp:498*
*Seadra * Lv. 28 * Exp:930*

*Money:\$112 *

Took them long enough for somebody to have a Seadra on their team.

*SwimmerF Shirley *

*Seadra * Lv. 30 * Exp:996*
*Horsea * Lv. 30 * Exp:532*
*Seadra * Lv. 30 * Exp:996*

*Money:\$120 *

Well, we finally reached the Seafoam Islands. Talk to the woman on the island to add a section to Misty's Fame Checker (all the way out here?).

*SwimmerF Tiffany *

*Seaking * Lv. 35 * Exp:1275*

*Money:\$140 *

Well, that was the last trainer until we reach the other side of Seafoam Islands (or until your character learns how to properly climb over a three foot wall). Hope you remembered Surf and Strength (or at least Strength since you needed Surf to reach here).

Seafoam Islands Pokemon Listings

*Zubat *Common *
*Golbat *Uncommon *
*Seel *Common (basement)*
*Dewgong *Rare (basement) *
*Slowpoke *Uncommon (LG) *
*Slowbro *Uncommon (LG) (BF) *
*Psyduck *Uncommon (FR) *
*Golduck *Uncommon (FR) (BF) *

Seafoam Islands is nothing but a huge labyrinth. Take the cavern slowly. Seafoam Islands is a whopping 4 floors tall and this small walkthrough of it

can get confusing and will make NO sense if you happen to get lost. Take your time and use Max Repels if you desire, or don't to catch some exclusive Pokemon here.

Start off by heading to the right. You will find a boulder lying there. Push it north into the hole there. After that head back left and up the stairs to the ledge there. Grab the Ice Heal and ignore the ladder. Head right. Push this one two spaces right and one space north and into the hole. A ladder is just north of here. Take it.

The boulder you just pushed landed here. Push it two spaces left into another hole. Head back up the ladder. Head left onto the ledge. Take the ladder you passed up a few seconds ago. Head right on the lower level and onto the small ledge. Pick up the Revive past the ladder, then head north past the ladder again and to the boulder. Push it into the hole.

Head all the way back left towards the ladder you used to reach this floor. A ladder leading down more is north of it. Head right after going down the ladder to find the same boulder again. Push it into its hole once again. Head left and back up the ladder. Now head back onto the ledge and where the Revive was. Head down the ladder there.

Head right and off of the ledge. Grab the Big Pearl and head right and up the ladder. A Water Stone is in this entrapment. Head back down the ladder and follow the path far left. Go down the ladder here. Head right and south off the ledge to a boulder puzzle (augh! More stupid boulders!?).

Start with the two boulders side-by-side on the right. Push the boulder on the right two spaces up. Push the other one one space south and one space left. Leave it be for now. Walk around the boulder to the one that's two spaces above the right-side hole. Push this one all the way left. Push the boulder near its now resting position into the left-hole.

Head back to the other boulder and push it two spaces left and one space south into the hole. Head back towards the ladder you used to reach this floor. Pass it for the one north of it and head down that one instead.

Head south to find a free Ultra Ball. Head back north to the ladder and take the path to the right. Head up the ladder near the water's edge. Head up the next ladder right next to it. Head south and push the last boulder into its proper hole. Fall into this hole and you will automatically be surfing. Walk onto the left side of land. Head south to where the previous boulder puzzle once was. Enter one of the holes to fall back into water. Head straight north. Articuno will be resting on a ledge.

```
*****
*Articuno Lv. 50*
*****
*Mind Reader    *
*Agility        *
*Ice Beam       *
*Mist           *
*****
```

Articuno has a 4X weakness to Rock-type attacks. Anything with that type can easily one-hit KO Articuno. Make sure you save before fighting him! Ice Beam is the only attack capable of hurting you. Mind Reader will make the next hit always land on you so don't waste time with accuracy-lower attacks. Bring out Lapras if you have him to have 4X resistance against Ice Beam, making it so Lapras can stall and take hits while you attempt to capture Articuno. It may take several tries.

Nothing else is needed of our business in Seafoam Islands. If you have an Escape Rope I suggest using it. Otherwise your forced to take the long route out of here. Surf south again and walk onto the ledge nearby. If you face north when one space left of the ladder you can find a hidden Water Stone. Nifty. Head up far right, then north. Head east some more to a ladder. Take this one upwards.

Head up the next ladder and fall into the boulder hole. Instead of going left to Articuno, head towards the right ledge. Take the ladder south of here. Head up the ladder right next to the one you just popped out of, then head up another one. The exit is just visible south of you now. Head for it!

Yay! We are finally out of that cavern. You're free to do as you want now. You can fight the remaining trainers on this route, which I will now cover in all their patheticness.

```
*****
*Picnicker Irene                *
*****
*Tentacool   * Lv. 30 * Exp:675*
*Horsea      * Lv. 30 * Exp:532*
*Seel        * Lv. 30 * Exp:642*
*****
*Money:$600                       *
```

I see why she won't enter Seafoam Caverns. She's a total loser at raising GOOD Pokemon.

```
*****
*Bird Keeper Roger              *
*****
*Fearow      * Lv. 30 * Exp:1041*
*Pidgeotto   * Lv. 30 * Exp:726*
*Fearow      * Lv. 30 * Exp:1041*
*****
*Money:$720                       *
```

Cheater! How'd he get to this island without Surf? Its not like he requested (if he actually could) to land on this one sea-platform. Lamer. Surf to the four swimmers ahead.

```
*****
*SwimmerF Nora                  *
*****
*Shellder    * Lv. 30 * Exp:622*
*Shellder    * Lv. 30 * Exp:622*
*Cloyster    * Lv. 30 * Exp:1305*
*****
*Money:$120                       *
```

Still packing Thunderbolt? Get some more usage out of it here.

```
*****
*Picnicker Missy                *
*****
*Goldeen     * Lv. 31 * Exp:736*
*Seaking     * Lv. 31 * Exp:1128*
*****
*Money:$620                       *
```

A picnic in the middle of the ocean sounds so relaxing up until the point where Thunderbolt fries all of her Pokemon.

*SwimmerM Dean *

*Staryu * Lv. 35 * Exp:795*

*Money:\$140 *

Hey, Dean? Civilization is calling. They request you evolve Staryu.

*SwimmerF Melissa *

*Poliwag * Lv. 31 * Exp:511*

*Seaking * Lv. 31 * Exp:1128*

*Money:\$124 *

The last of the loser trainers you will be seeing for a short period of time. Yay!

Past Melissa is Cinnabar Island. Head to the appropriate section above if you were surfing from Fuchsia to reach Cinnabar Island, otherwise feel free to do whatever now.

=====

XIII6.Cerulean Cave

=====

Sadly the name of this place has been changed from the original games. You may remember this place as Unknown Dungeon. The layout remains the same and so does the prize-a Level 70 Mewtwo at the very end of the cave. However, the requirements to enter the cave have been changed around. In addition to defeating the Elite 4 you also need to complete the Sevii Islands quest (up to the point where you give Celio the Sapphire Plate and create connectivity to Hoenn).

If you have already done this then be sure to bring a ton of Ultra Balls, or your Master Ball if you desire to not use it on the Legendary Beast. Somebody who can inflict Sleep will be HEAVILY suggested here. Paralysis gets the job done too, but Sleep is much better. You'll understand why later. To reach Cerulean Cave, fly to Cerulean City (dur). Head across Nugget Bridge to the north and head left and surf along the small river there. After heading south a bit you will reach Cerulean Cave, its entrance guarded by some dork until the requirements have been fulfilled. To the west lies one wimpy trainer.

*SwimmerF Melissa *

*Paras * Lv. 31 * Exp:465*

*Paras * Lv. 31 * Exp:465*

*Parasect * Lv. 31 * Exp:849*

*Money:\$496 *

... Uh, wow. How'd she get over here? Just enter the cavern if you don't want to fight her.

Cerulean Cave is the hardest cavern in Kanto, as to be expected. Your Pokemon should be very strong at this point in the game so you really shouldn't have too much a problem getting through this place. Hopefully, that is. The wild Pokemon appearing in here are between generally 45-65, higher as the lower levels appear. Good luck with this. Speaking of wild Pokemon...

```
*****
*Cerulean Cave Pokemon Listings*
*****
*Ditto          *          Common*  Ditto is very common if you couldn't find
*Golbat         *          Common*  one in Pokemon Mansion. Start the cave by
*Kadabra        *          Common*  Surfing on the lake. You will see many
*Wobbuffet      *          Common*  different spots to get off and go up a
*Magneton       *          Common*  ladder, but they don't take you to Mewtwo
*Primeape       *          Common*  the fastest. Follow the river south. Get
*Machoke        *          Common*  onto dry land heading south as soon as you
*Parasect       *          Common*  can. Follow the path looping around a
*Electrode      *          Rare*    ladder in the center. You will pass another
*****
in the center when you reach it.
```

Start by heading left, then south at the first split. Head right all the way to the next wall, then south to a split, right to another wall, south, right, then up. There aren't any more splits from here leading to the ladder. Once you take it, another ladder will lie right next to it. Take that one too.

On the bottom floor there are no side paths, but the path makes a lot of turns. Bare with it until you reach a small river which leads to a platform with Mewtwo resting on it. Save before inspecting it and get ready for an opportunity to catch it.

```
*****
*Mewtwo Lv. 70*
*****
*Psychic       *
*Swift         *
*Safeguard     *
*Recover       *
*****
```

Mewtwo is one pissed off Pokemon. At level 70 it is capable of annihilating your team with its insanely high Special Attack, and its high Special/Defense won't make taking off his high HP an easy task. The problems only begin when Mewtwo uses Recover. What a bastard. To prevent such annoyance, put him to sleep. He can't use Recover that way and you are free to damage him and chuck as many Ultra Balls at him with little interference. Get a Dark-type in here if you can-they are immune to Psychic and barely are affected by Swift. That way you can reduce damage taken and continue dishing it out. Use the Master Ball only if you don't care about an easy way to get the legendary beast roaming Kanto. Good luck with this!

=====
XIII7.Elite 4 Rematch
=====

There are several requirements you must meet to challenge the Elite 4 a second time on. After defeating them the first time and getting the National Pokedex you will realize (if you ever check) that Lorelei has left Indigo Plateau for personal matters. How strange. Head to Island One and talk to Celio. Upon recognizing the National Dex you hold, he will gladly update your Tri-Island pass to a Rainbow Pass. This allows you to visit all 7 Sevii Islands. On Island 4 in Icefall Cavern you will find Lorelei cornered by

several Team Rocket Grunts who are stealing Pokemon from the cave. Help her defeat the thugs and she will be happy that she stopped Team Rocket on the island of her birthplace (which you find out by talking to islanders).

After that event she will comment that she will head back to the Elite 4 and resume here duties there. After that you can rechallenge the Elite 4.

Things are far different this time around. Everyone has changed up their teams a little bit and raised their levels to around 65-75. This is a much more challenging Elite 4, but the experience is totally worth it.

=====
Elite 4 Lorelei
=====

*Dewgong * Lv. 64 *Ability:Thick Fat*Type:Water/Ice*Exp:2413*

Attacks:Surf, Ice Beam, Double Team, Signal Beam

Signal Beam is WAY out of place on Dewgong. It's a Bug-type attack that has a 75-Base Power. Not sure why its on Dewgong. Oh well. At least it isn't Megahorn. Surf and Ice Beam make a return here, specifically Ice Beam which was traded from Aurora Beam making Dewgong that much more powerful. Coupled together with a high level and the Elite 4 is already looking difficult. That only makes it worse when Dewgong uses Double Team. Good luck hitting her then! Thunderbolts are the way to go.

*Cloyster * Lv. 63 *Ability:Shell Armor*Type:Water/Ice*Exp:2738*

Attacks:Surf, Ice Beam, Rain Dance, Supersonic

Cloyster has traded Hail for Rain Dance. Pretty stupid move since that makes all Electric-type attacks always hit and Cloyster is weak to them. Cloyster will try to confuse you at first, then either power up Surf with Rain Dance or skip right to damaging you with Ice Beam. Totally random. Just be thankful that Protect isn't on Cloyster anymore.

*Piloswine * Lv. 63 *Ability:Oblivious*Type:Ice/Ground*Exp:2160*

Attacks:Earthquake, Blizzard, Double-Edge, Rock Slide

Slowbro has been booted out of Lorelei's team in place of Piloswine who is quite a crappy replacement. Smart move. Piloswine has a low speed stat so you are still likely to hit it off first. Piloswine is weak to Surf since it is part Ground-type. Cool. Blizzard is basically a super-powered version of Ice Beam, however it comes with slightly lower accuracy. Hopefully you won't suffer too much damage from it. How annoying. Double-Edge will cause Piloswine some recoil damage dependant on how much damage you recieved. Earthquake is a monster, so pack away any Electric-types still on the field.

*Jynx * Lv. 66 *Ability:Oblivious*Type:Ice/Psychic*Exp:1934*

Attacks:Psychic, Ice Beam, Attract, Lovely Kiss

Jynx's moveset didn't change dramatically and it's still as painful as ever. Attract will cause male Pokemon to attack only 50% of the time, so send out

any female to prevent that. Use the Poke Flute if you are ever struck by Lovely Kiss. Psychic and Ice Beam are self-explanatory. Oblivious prevents attraction, but then again who could actually LOVE Jynx?

```
*****
*Lapras      * Lv. 66 *Ability:Water Absorb*Type:Water/Ice*Exp:3096*
*****
Attacks:Surf, Ice Beam, Thunder, Psychic
```

Damn! A highly ideal moveset for Lapras save Thunder which should be Thunderbolt. At Level 66 Lapras has around 300 HP (At least mine did). That is a crapload. Thunderbolt your way to victory and try using someone who isn't weak to any of Lapras's attacks. His moveset can destroy 11 of the 17 different types making only a few ideal. Dark-types will have a ball here. Don't use any Water-type attacks like an idiot. Lapras's ability Shell Armor has been replaced for Water Absorb, transforming Water-type attacks into HP for Lapras. Just what it needs.

As usual, defeating Lorelei opens the door to the next room.

```
=====
Elite 4 Bruno
=====
```

```
*****
*Steelix     * Lv. 65 *Ability:Rock Head*Type:Steel/Ground*Exp:2710*
*****
Attacks:Earthquake, Iron Tail, Crunch, Rock Tomb
```

Both of Bruno's Onix's have been evolved into Steelix. Steelix's new type gets rid of Onix's 4X weakness to Water type attacks, but brings in a new Fire-type weakness making Steelix just as crappy. With pretty mediocre stats this guy isn't difficult to topple.

```
*****
*Hitmonlee   * Lv. 65 *Ability:Limber*Type:Fighting*Exp:1934*
*****
Attacks:Earthquake, Rock Slide, Mega Kick, Foresight
```

Hitmonlee is packing pure power this time around in Bruno's remixed team. Earthquake and Foresight are the new additions to his moveset. Earthquake was a good call, it can easily dispatch Psychic-types with their low Defenses but Foresight wasn't a great choice. It ensures Mega Kick won't miss next turn, but other than that is pretty useless. Hitmonlee has low speed and defenses, but makes up for it in Attack power. Send out someone with a high Defense and use Psychic or some Flying-type attacks to claim victory.

```
*****
*Machop      * Lv. 68 *Ability:Guts*Type:Fighting*Exp:2810*
*****
Attacks:Earthquake, Rock Slide, Cross Chop, Brick Break
```

Machop is the real powerhouse in Bruno's team with an unusually high Attack base stat. Earthquake is new, as it is on Bruno's entire team. Cross Chop will make small cake out of most of your Pokemon as it has a high Critical Hit ratio and does insane damage normally. That's bad. Brick Break will destroy and defense attacks you use to ease the damage Machop deals, so don't bother trying.

```
*****
```

*Hitmonchan * Lv. 65 *Ability:Keen Eye*Type:Fighting*Exp:1950*

Attacks:Mach Punch, Sky Uppercut, Rock Slide, Counter

Hitmonchan's attacks haven't been changed much, save for the obvious addition of Counter. Stay away from Physical attacks. Hitmonchan's stats are pretty much crap making her pretty simple. One Fly, Wing Attack or Psychic can easily dispose of her.

*Steelix * Lv. 66 *Ability:Rock Head*Type:Steel/Ground*Exp:2772*

Attacks:Earthquake, Iron Tail, Dragonbreath, Crunch

This Steelix is little different from the other except for being one level higher and having Dragonbreath instead of Rock Tomb. Dragonbreath has a 30% chance of paralyzing you so be careful of that. One Flamethrower or Surf is easily capable of killing him in one shot.

Once Bruno's defeated, head into Agatha's room.

=====

Elite 4 Agatha

=====

*Gengar * Lv. 66 *Ability:Levitate*Type:Ghost/Poison*Exp:2684*

Attacks:Psychic, Shadow Ball, Hypnosis, Confuse Ray

Agatha's first Gengar has been changed a bit, but still remains mostly an annoyer. Dream Eater is gone and Confuse Ray in its place. Quite a dumb switch but since you have the Poke Flute you'd never ben affected by Dream Eater anyways, so it is kinda smart. Double Team is gone for Psychic thank freaking god. I hate Double Team and I'm sure most other people do too. I'll NEVER understand how Gengar is levitating. Ever.

*Crobat * Lv. 66 *Ability:Inner Focus*Type:Poison/Flying*Exp:2882*

Attacks:Sludge Bomb, Shadow Ball, Air Cutter, Confuse Ray

Her Golbat has evolved into a quick Crobat, one of the best annoyer's out there. Thankfully this one is free of Toxic. Despite such a circumstance, this Crobat has Confuse Ray which it usually will start off by using before switching to Air Cutter, Sludge Bomb, or Shadow Ball depending on which attack will be most effective against you. Try to disable Crobat before the oppertunity for such arrives. Thunderbolt and Psychic will all the while do massive damage against Crobat, so hit full force.

*Misdreavus * Lv. 65 *Ability:Levitate*Type:Ghost*Exp:2046*

Attacks:Psychic, Shadow Ball, Thunderbolt, Attract

Misdreavus replaces the crappy Haunter from Agatha's original team. This Johto Pokemon is one of the only pure Ghost-types in the game, and in G/S/C, WAS the only pure-Ghost type. That eliminated several weaknesses on the spot. Luckily she doesn't have Pain Split, but she does have Attract which is equally as annoying if you have a male Pokemon. Misdreavus CAN be male, so

quickly switch to the opposite gender to avoid Attract (Misdreavus is more often male than female for your information). Doesn't take too much strength to kill off Misdreavus.

```
*****
*Arbok      * Lv. 68 *Ability:Intimidate*Type:Poison*Exp:2142*
*****
Attacks:Sludge Bomb, Earthquake, Giga Drain, Double Team
```

Urgh. Arbok becomes really annoying in this round of the Elite 4. Apparently he decided to learn Double Team. Isn't that just great. You need to hit fast and hard before Arbok has a chance to use that several times making him almost impossible to hurt. Psychic is the way to go just like most of Agatha's team. Giga Drain isn't too much of a problem unless your a Ground or Rock type in which case it will freaking obliterate you. Agatha thought ahead for this battle apparently.

```
*****
*Gengar     * Lv. 70 *Ability:Levitate*Type:Ghost/Poison*Exp:2850*
*****
Attacks:Sludge Bomb, Shadow Ball, Psychic, Thunderbolt
```

This Gengar has been changed around a bit from the previous Elite 4 bout. This Gengar used to use the Hypnosis+Nightmare combo, but switched that out for Psychic and Thunderbolt giving him mixed-sweeper characteristics. Gengar is quite lethal this way, doing just straight up damage to you with no stupid tricks or mind games. You should have Psychic on someone by now and have probably been using that particular Pokemon so bring them out again and use it to obliterate Agatha's final Pokemon.

With half of the Elite 4 defeated, head for Lance.

```
=====
Elite 4 Lance
=====
```

```
*****
*Gyarados   * Lv. 68 *Ability:Intimidate*Type:Water/Flying*Exp:3116*
*****
Attacks:Hyper Beam, Earthquake, Dragon Dance, Thunder Wave
```

Gyarados has a mediocre setup. It should be glaringly obvious what Gyarados is going to do to you. His Intimidate will lower your attack a bit making your hits weaker, then paralyze you with Thunder Wave. He then uses Dragon Dance either once or twice (not sure what causes him to do that) then uses Hyper Beam and every now and then Earthquake. Somehow I don't think he thought his cunning plan all the way through. Thunderbolt owns him, no?

```
*****
*Aerodactyl * Lv. 70 *Ability:Rock Head*Type:Rock/Flying*Exp:3030*
*****
Attacks:Aerial Ace, Earthquake, Ancientpower, Hyper Beam
```

Aerodactyl has several changes in his moveset for the better. With the never-miss Aerial Ace and the Electric-killing Thunderbolt he is a force to be reckoned with. With the ability to cover a wide range of types you may find him tough to kill. However, he doesn't have a Surf-killer. He does pack Hyper Beam but you could just look past that, especially if it misses. One or two Surfs win this.

*Dragonite * Lv. 66 *Ability:Inner Focus*Type:Dragon/Flying*Exp:3080*

Attacks:Hyper Beam, Dragon Claw, Earthquake, Flamethrower

Quite an odd moveset. Dragonite is Lance's big powerhouse, but its a mediocre pile of crap. One Ice Beam will own him nice and easy. Flamethrower may destroy and Ice-type Pokemon if your using one to use Ice Beam. Be careful.

*Dragonite * Lv. 72 *Ability:Inner Focus*Type:Dragon/Flying*Exp:3362*

Attacks:Hyper Beam, Ice Beam, Thunderbolt, Outrage

Very similar to the previous Dragonite, only 6 levels higher. Thunderbolt will destroy your Water Pokemon if you want to use them for Ice Beam. Outrage is as crappy as ever on Dragonite. Hyper Beam is obvious for his entirely crappy team. Oh well. I expected a challenge.

*Kingdra * Lv. 66 *Ability:Swift Swim*Type:Water/Dragon*Exp:2924*

Attacks:Hyper Beam, Surf, Ice Beam, Dragon Dance

Lance ditched his Dragonair for Kingdra, the Johto evolution of Seadra. Kingdra's interesting type combo makes him resistant against all forms of attacks except Dragon-types themselves. Ice Beam won't work here because Water-types resist that (making it a normal multiplier). Thunderbolt won't work here either because Dragon-types resist THAT. Damn. Dragon Dance will raise Kingdra's speed, ensuring he gets his Hyper Beam in before you attack later on, or Surf's you to death. Depends on the active Pokemon. Just hit Kingdra with everything you've got.

Once Lance has been defeated, walk through the door to Champion Gary.

=====
Champion Gary Battle #9-The Final Gary Battle!
=====

Champion Gary's Pokemon:

Choose your starter*****
----->* Bulbasaur * Charmander * Squirtle *

*Charizard:Lv.75 *Blastoise:Lv.75 *Venusaur:Lv.75 *
*Exp:???

*Heracross:Lv.72	*Heracross:Lv.72	*Heracross:Lv.72	*
*Exp:3084	*Exp:3084	*Exp:3084	*
*Gyarados:Lv.73	*Exeggutor:Lv.73	*Arcanine:Lv.73	*
*Exp:3344	*Exp:???	*Exp:3330	*
*Alakazam:Lv.73	*Alakazam:Lv.73	*Alakazam:Lv.73	*
*Exp:2906	*Exp:2906	*Exp:2906	*
*Exeggutor:Lv.73	*Arcanine:Lv.73	*Gyarados:Lv.73	*
*Exp:???	*Exp:3330	*Exp:3344	*
*Tyranitar:Lv.72	*Tyranitar:Lv.72	*Tyranitar:Lv.72	*
*Exp:3362	*Exp:3362	*Exp:3362	*

*Money:\$7500 *

*Heracross * Lv. 72 *Ability:Swarm*Type:Bug/Fighting*Exp:3084*

Attacks:Megahorn, Rock Tomb, Earthquake, Counter

This is roughly what a competitive Heracross looks like. Badass, eh? Megahorn on Heracross gets STAB, and is the most powerful Bug attack in the game at 120 base power. With high accuracy, that move can freaking demolish a team. However, it has a four times weakness to Flying-types and a weakness to Psychic types (However Megahorn rapes Psychic-type Pokemon. Beware!). Do as you wish to quickly end Heracross.

*Tyranitar * Lv. 72 *Ability:Sand Stream*Type:Rock/Dark*Exp:3362*

Attacks:Crunch, Earthquake, Aerial Ace, Thunderbolt

Well, Aerial Ace I'm not so sure on. He can't fly. Seriously, look at this monster. How does he do it? Anyways, Tyranitar is a real beast but not so much whilst on Gary's team. Sand Stream causes a Sandstorm effect right away, lasting forever until another weather effect is put into play. Sandstorm hurts those that aren't Rock, Steel, or Ground. Sorry. Fighting has a 4X weakness on Tyranitar. Don't send out a Fighting-type itself though, Aerial Ace will make short work of it. Thunderbolt owns Water-types too which has a weakness on T'Tar too.

*Alakazam * Lv. 73 *Ability:Synchronize*Type:Psychic*Exp:2906*

Attacks:Psychic, Shadow Ball, Calm Mind, Reflect

Alakazam somehow relearned Calm Mind, and attack not on his team last time (but in place of the crap ass Future Sight. Gary made a smart move!) This may prove Gary cheats...or likes to save TM's for a long time. His attacks are pretty standard. With low Defense just smack a physical attack or two into his face and Alakzam will fall down hard, especially without Recover.

*Gyarados * Lv. 73 *Ability:Intimidate*Type:Water/Flying*Exp:3344*

Attacks:Earthquake, Hydro Pump, Hyper Beam, Dragon Dance

Uh, this Gyarados plays very similar to Lance's Gyarados. He'll use Dragon Dance several times to improve speed and attack, then strike with a superpowered Earthquake. However, if your stupid enough to even LET HIM USE THAT ATTACK, then you should lose the fight. Seriously. Just Thunderbolt him. Do I need to spell it out? T-H-U-N-D-E-R-D-E-A-D.

*Exeggutor * Lv. 73 *Ability:Chlorophyll*Type:Grass/Psychic*Exp:????*

Attacks:Giga Drain, Psychic, Sleep Powder, Light Screen

Exeggutor has an interesting type combo, with a 4X weakness to Bug attacks. Its highly unlikely you have any of them, so stick with Ice Beam or Flamethrower which gets the job done just as well. Sleep Powder can be nulled with the Poke Flute, remember? Light Screen will defend against Special Attacks for several turns so hit him hard before he uses it.

*Arcanine * Lv. 73 *Ability:Intimidate*Type:Fire*Exp:3330*

Attacks:Overheat, Extremspeed, Iron Tail, Aerial Ace

Looks like Arcanine is fast enough to propel itself into the air and use Aerial Ace. Gary does like to stick it onto weird Pokemon. Meh. Overheat is very powerful, but it lowers Arcanine's special attack 2 levels after every usage making it useless twice in a row. Extremspeed is usually spammed by Gary with the fact it always goes first and has a base power of 80, making it quite the threat. It only has 5 PP so with a Hyper Potion or two you should easily survive several strikes from it. Iron Tail isn't anything special and is rarely used by Arcanine. Arcanine has a crappy movepool anyways so I suppose this is the best Gary could do on short notice.

*Venusaur * Lv. 75 *Ability:Overgrow*Type:Grass/Poison*Exp:3342*

Attacks:Solarbeam, Earthquake, Sludge Bomb, Sunny Day

Venusaur will, naturally, begin the battle with Sunny Day causing Solarbeam to not need to 1-turn charging period. On the contrary, though, this just strengthens the power of Fire-type moves which are super effective against Venusaur so Gary just digs his own grave. Earthquake, though, will make short work of your Fire-types so bring in someone with Flamethrower who is not weak to Earthquake, or at the least trade in a Charizard who is immune to the attack in general.

*Charizard * Lv. 75 *Ability:Blaze*Type:Fire/Flying*Exp:????*

Attacks:Fire Blast, Aerial Ace, Dragon Claw, Earthquake

Charizard this time around is severely powered up in general, and is loaded with high-powered TM's. Dragon Claw, without STAB, is pretty useless on Charizard so shake off a hit from that. Fire Blast is an attack of immense strength which I'm sure you already know. You may need a Burn Heal right away if your Pokemon chance to survive the attack. A Rock-type attack like Rock Slide is heavily effective against Charizard so use it, or Thunderbolt or Surf which are just as effective.

*Blastoise * Lv. 75 *Ability:Torrent*Type:Water*Exp:????*

Attacks:Hydro Pump, Ice Beam, Earthquake, Rain Dance

Blastoise packs a similar moveset like the other starters. Rain Dance this time around usually leads off the fight. Sadly, Gary digs his grave yet again as that makes all Electric attacks, including Thunder, have 100% accuracy. Bombard him with those until he falls over. He has Earthquake, though, so don't actually send anybody out directly that is an Electric-type or suffer the consequences. Zapdos is a good choice here who can put the pain on Blastoise and avoid his Earthquake rebound.

~XIII.The Sevii Islands Quest~

Ah, finally! It is time to embark on personally my favorite part of the game, the Sevii Islands Quest. Remember a while ago on Cinnabar Island, after defeating Blaine, Bill asked you to go to several islands off the main coast of Kanto? I told you to say no, your curiosity probably made you choose yes,

but whatever. In this section all the Islands are covered and the main quest through them is laid out.

If you said "Yes" to Bill the first time he asked you to come to the Sevii Islands, you'll only be able to do the first three islands of the quest and only part of the hidden areas. If you waited until you beat the Elite 4 and have the National Dex to come to the Sevii Islands, Bill is waiting inside the Pokemon Center on Cinnabar Island for you.

Note:If you came to the Islands before beating the game, and just now obtained the National Dex, you can continue the quest as soon as you get the Rainbow Pass. If you came to the Islands after beating the game and have the National Dex, you will still need to clear the main quest on the first three islands before receiving the Rainbow Pass. All is explained clearly later on.

=====
XIII1.One Island-Friends Gather at Knot Island
=====

If you skipped the above paragraphs, here's a syndicated version:

- This should be your first time coming to the Sevii Islands. You will need Surf, Strength, and Cut. Make sure you have those!
- The National Dex is NOT necessary for the first part of the quest!
- Bill stays in the Pokemon Center on Cinnabar Island until you say "Yes" to his offer to head for the Islands.

Once you do say yes, Bill will rush you to the Hydrospeed Mach X (The X is a number that changes constantly. There's no difference between the boats. Meh) and you will be brought to One Island in seconds. Word of the wise, you are stuck here until you complete your mission on Three Island (And that can only be finished by doing your business on One and Two Islands). Bill will escort you to the Pokemon Net Center on One Island, which is basically the Pokemon Center with a giant internet machine-thing in it.

Celio, Bill's buddy, is currently working on the machine. He will explain he is attempting to connect Hoenn's PC system with Kanto's, but the machine doesn't have enough power to do so. That's where you come in. You need to find an alternate power source to activate the machine by finding a Ruby and Sapphire (har har!) and slapping them into the machine. Of course, they aren't just going to come to you. We have some 'sploring to do. Bill will give you a Tri-Pass, allowing you to take the Hydrospeed boat between One, Two, and Three Islands. He will also give you a Meteorite (more reference to Ruby/Sapphire or just a coincidence?) to deliver to a scientist on Two Island. Finally, Bill hands over a Town Map if you've gone this far in the game without it. Extra pages containing the Sevii Islands are automatically added. Coolio.

We could head right for Two Island, but then we would miss out on all of One Island's places of interest! Head to the Two Island section if you could care less, or read on if your interested in catching Moltres...

Head for the boathouse where you would take the Hydrospeed and use Surf to head south of it. You will enter the Treasure Beach route (no more route numbers. Hurrah). Only a lone trainer and some lame Pokemon, but at the very least the levels are decent.

*SwimmerF Amara *

*Seel * Lv. 36 * Exp:771*
*Seel * Lv. 36 * Exp:771*

*Dewgong * Lv. 36 * Exp:1357*

*Money:\$144 *

Hey, its better than the levels previous trainers were at, for the most part.

Treasure Beach Pokemon Listings

*Spearow *Common *

*Fearow *Common *

*Tangela *Common *

*Persian *Rare *

These Pokemon aren't anything special, but Tangela appear common here and this is the first of few places to find wild Persian so catch one now if you are too lazy to evolve a Meowth. You'll find out that this small island, Treasure Beach, got its name from all of the random assorted items that wash up upon the shores. Using your Itemfinder, from time to time you can find some items here, namely Ultra Balls and Stardust, with little retail value at Poke Shops. Eh. Surf back to One Island mainland and head for the north-east exit out of the area, and onto Kindle Road. Surf further east then north when you can't head right any further.

***** Ponyta and Rapidash are FINALLY able to be

* Kindle Road Pokemon Listings * captured in this area. Took freaking long

***** enough. Take a little time to catch one of

*Geodude *Uncommon * each, or at the least Ponyta which you can

*Graveler *Rare * evolve sometime later. The rest of the

*Spearow *Common * Pokemon in this grouping aren't so special

*Fearow *Uncommon * so may as well ignore them. There are some

*Meowth *Uncommon * rocks strewn about on this route, but we

*Persian *Rare * cannot destroy them without the ever

*Psyduck *Uncommon (FR) * crappy HM 06-Rock Smash. Geodude are the

*Slowpoke *Rare (LG) * only semi-worthwhile things under some

*Ponyta *Uncommon * rocks anyways. In several minutes you will

*Rapidash *Rare * have to recieve that said HM. Pity, why

***** can't the crappy HM's just die in the damn

hole somewhere? On the land, a small Surfable river lies to the right, and

is easy to pass. At the end is a Max Repel. Anyways, prepare for an onslaught

of trainers!

*SwimmerF Abigail *

*Psyduck * Lv. 35 * Exp:600*

*Psyduck * Lv. 36 * Exp:616*

*Golduck * Lv. 37 * Exp:1378*

*Money:\$148 *

*Picnicker Claire *

*Meowth * Lv. 35 * Exp:517*

*Meowth * Lv. 35 * Exp:517*

*Cleairy * Lv. 35 * Exp:510*

*Pikachu * Lv. 35 * Exp:615*

*Money:\$700 *

Trainers still hate evolving thier Pokemon. Maybe because they become real ugly or something?

*Camper Bryce *

*Nidorino * Lv. 36 * Exp:909*

*Raticate * Lv. 36 * Exp:894*

*Sandslash * Lv. 36 * Exp:1257*

*Money:\$720 *

All three of Bryce's Pokemon know Sand-Attack so if they spam it to the point where you can never hurt them then switch out Pokemon, cancelling out all of Sand-Attacks evil effects

*SwimmerM Garrett *

*Shellder * Lv. 35 * Exp:727*

*Cloyster * Lv. 35 * Exp:1522*

*Wartortle * Lv. 38 * Exp:1164*

*Money:\$152 *

He should have a Blastoise. More Thunderbolting I presume.

*Crush Kin Mik + Kim *

*Machoke * Lv. 39 * Exp:1218*

*Primeape * Lv. 39 * Exp:1244*

*Money:\$1872 *

Another double battle if you couldn't already tell. If you have something like Surf or Earthquake, it should be powerful enough to knock both of them out. Psychic works too-it's super effective.

*Blackbelt Hugh *

*Machop * Lv. 37 * Exp:697*

*Machoke * Lv. 37 * Exp:1156*

*Money:\$888 *

Psychic wins yet again.

*Blackbelt Shea *

*Machop * Lv. 38 * Exp:715*

*Machoke * Lv. 38 * Exp:1188*

*Money:\$912 *

Besides the one-level difference, nothing more difficult than the last

battle.

Just past Blackbelt Shea is the entrance to a cave on the right. However, it isn't a cave but actually the Ember Spa. There's some old duffs in here relaxing their worries away. You should too. Enter the large hot spa in the middle of the room to fully heal your team (o_O?). An old man facing the spa near the stairs leading into it will hand you HM 06-Rock Smash when you talk to him. With this worthless HM we can now destroy the tiny rocks that have barricaded our path so long ago. Fear us! Equip it to one of your HM slaves.

Head south of the Ember Spa, back to where SwimmerM Garrett was. Break the rocks to reach an Ether. Head even further south to find some small stairs leading to an upper level of ground. Even more southern than there are some breakable rocks guarding a Carbos. The following trainer guards it, though!

```
*****
*Crush Girl Tanya          *
*****
*Hitmonlee   * Lv. 38 * Exp:1131*
*Hitmonchan  * Lv. 38 * Exp:1140*
*****
*Money:$700                *
*****
```

Head back north after another Psychic-filled battle back to where Garrett is. Head south along the thin beach strip. At the end, Surf south to reach a tiny sand bar with a Max Repel on it. Finally, head back to the Ember Spa. Heal up again if needed and proceed north for some more trainers.

```
*****
*Crush Girl Sharon        *
*****
*Mankey       * Lv. 37 * Exp:586*
*Primeape    * Lv. 37 * Exp:1180*
*****
*Money:$888              *
*****
```

More and more of the same. Eh. Surf across the small river.

```
*****
*SwimmerM Finn           *
*****
*Starmie      * Lv. 38 * Exp:1684*
*****
*Money:$152            *
*****
```

Damn good thing Starmie gives great experience. Seems like a total waste of 1 PP on Thunderbolt.

```
*****
*SwimmerF Maria         *
*****
*Seadra       * Lv. 37 * Exp:1228*
*Seadra       * Lv. 37 * Exp:1228*
*****
*Money:$148            *
*****
```

...and even more Thunderbolts...

```
*****
*Fisherman Tommy        *
*****
```

```
*****
*Goldeen      * Lv. 33 * Exp:784*
*Seeking      * Lv. 35 * Exp:1275*
*Goldeen      * Lv. 33 * Exp:784*
*Seeking      * Lv. 35 * Exp:1275*
*Seeking      * Lv. 35 * Exp:1275*
*****
```

```
*Money:$1260      *
*****
```

...! This guy sucks. Use Flamethrower instead just to rub in how crappy his team is.

Just past Fisherman Tommy is the entrance to Mt. Ember, the place most NPC's have been talking about if you actually paid attention to them.

```
=====
Mt. Ember
=====
```

(Because this place doesn't deserve its own section)

Nice view in first person perspective. Just ahead of the entrance is a move tutor who will gladly teach one of your Pokemon Explosion. Although suicidal in the way that your Pokemon instantly faints when used, Explosion has THE highest base attack in the game, wrapping it up at 250. Damn. Not too shabby is it? Past the move tutor and to the right are two Rocket Grunts standing near some wall, digging. They won't fight you until you have the National Dex. Ignore them for now, they aren't are main point of focus just yet.

To the left is a boulder. Use Strength to push it to the left until you can squeeze around it. Battle the female trainer just ahead.

```
*****
*Pokemon Ranger Beth      *
*****
*Bellsprout * Lv. 38 * Exp:684*
*Gloom      * Lv. 38 * Exp:1074*
*Gloom      * Lv. 38 * Exp:1074*
*****
```

```
*Money:$1368      *
*****
```

Eh, not too tough. Switching to Grass-types instead of Water which I'm sure your sick of seeing. Here's the Pokemon listings inside Mt. Ember:

```
*****
* Mt. Ember Pokemon Listings *
*****
*Ponyta      *          Common*
*Rapidash    *          Rare*
*Geodude     *          Common*
*Graveler    *          Rare*
*Machop      *          Common*
*Machoke     *          Rare*
*Magmar      *          Rare*
*****
```

Magmar is the new face you will find only on Mt. Ember. Search around for a little while until you see one so you won't need to make a return trip here. Continue following the laid out path to find several destroyable rocks blocking some stairs. That's the way out, but some stuff lies further right of them. Head thataway. Head up the next stairway, with no rocks infront. A trainer is running in circles just ahead.

```
*****
*Crush Girl Jocelyn *
*****
*Hitmonchan * Lv. 38 * Exp:1140*
*Hitmonchan * Lv. 38 * Exp:1140*
*****
*Money:$912 *
*****
```

Pretty simple fight. Anyways, after the battle go up the next set of stairs and follow the path all the way to the right, through a short patch of grass. A Dire Hit awaits you at the end. Head back to the stairs near Jocelyn, but head left this time. Another trainer lies in the shadows.

```
*****
*Pokemon Ranger Logan *
*****
*Exeggcute * Lv. 37 * Exp:777*
*Exeggutor * Lv. 40 * Exp:1816*
*****
*Money:$1440 *
*****
```

Burn, baby burn! Yeah, that little stretch of path leading several spaces left is pretty suspicious. Inspect the last space there for a hidden Ultra Ball, which you may need soon. Head north and into the interior of Mt. Ember. Nothing to special in here, though. Use a Max Repel and blast your way through. Once on the other side, within reach of the peak, head off to the left. There's another Ultra Ball waiting at the end. On the right, however, is a Fire Stone. Take a few seconds to grab both prizes. You'll need to Rock Smash a rock on the right to reach the Fire Stone. Once you have your belongings, head north and move the boulders to the side to reach the stairs leading to the peak of Mt. Ember.

The boulder on the right needs to be pushed several spaces northwards. Then push the boulder on the left, left several spaces. Follow this pattern with the rest of the boulders to clear a way to the peak. Moltres is resting here. Let's bother it, shall we? Moltres has been seriously relocated from Victory Road, where it last stood. Still as badass as ever though.

```
*****
*Moltres Lv. 50*
*****
*Flamethrower *
*Fire Spin *
*Endure *
*Agility *
*****
```

After all, since this is the only Moltres in the game you probably want to catch it. Hope you brought some Ultra Balls! Moltres uses Agility and Endure with abandon throughout the battle, generally until they are out of PP. Moltres rarely uses Endure twice in a row, though. Remember that Endure causes Moltres to survive with at least 1 HP no matter what attack hits it. Use that to your advantage to bring Moltres down to 1 HP in a quick snap. Once you've done that, hit Moltres with Sleep or Paralysis to raise the capture ratio, then fling Ultra Balls at him like crazy. Just ensure you don't use your Master Ball by mistake. That would suck.

Once Moltres is in your possession, or you didn't give a damn and killed it, feel free to Fly back to One Island's Pokemon Center. You can continue to Two Island from here. Or if you have the National Dex you can complete the

following little area.

Note:These following few paragraphs cover the area with the Rocket Grunts and the small cave thereafter.

Remember those Rocket Grunts that were standing next to the wall at the base of Mt. Ember? Well, if you've beaten the Elite 4 and have obtained the National Dex then feel to approach them. They will have opened up a small cavern into Mt. Ember and are going to pilfer some goods to a Warehouse on one of the Islands. One of the Grunts has forgotten the password to the Warehouse. The other Grunt mentions "Goldeen need log" and just as he's about to spill the other password, the duo notices you. Typical. Time to fight your way through these two degenerate losers.

```
*****
*Team Rocket Grunt          *
*****
*Cubone      * Lv. 37 * Exp:688*
*Marowak     * Lv. 37 * Exp:982*
*****
*Money:$1184                *
*****
```

Yes, they are indeed degenerate losers.

```
*****
*Team Rocket Grunt          *
*****
*Rattata     * Lv. 35 * Exp:427*
*Raticate    * Lv. 35 * Exp:870*
*Sandshrew   * Lv. 35 * Exp:697*
*Sandslash   * Lv. 35 * Exp:1222*
*****
*Money:$1120                *
*****
```

Ugh. After these staller battles, both Grunts will take their leave, but not before warning you to not enter the cavern. Yeah. Who the hell is going to stop us? Screw them. Enter the cavern.

```
*****
* Mt. Ember Pokemon Listings *
*****
*Slugma      *          Common*
*Geodude     *          Common*
*Graveler    *          Rare*
*Machop      *          Common*
*Machoke     *          Rare*
*****
```

You will need Strength to proceed through this short cavern. Head straight until you reach a group of boulders. Push the only reachable boulder two spaces to the right. Push the next boulder right one space, then the last boulder one space north in order to open a path. Head down the ladder. You'll soon reach another boulder puzzle. Push the lone boulder one space to the right. Manuver around it and push it one space south to open a path. Follow it further.

A fork in the road will appear soon enough. Choose the southern route. Push the boulder several spaces to reach a path leading to some stairs. In the lower cavern are a ton of tablets with Braille symbols on them. I'm not sure why we need to learn Braille. Something to waste our time? Hah. Clever. The top-left tablet contains three letters. They are A, B, and C. The tablet one

row over has D, E, and F. The pattern follows this way until the last tablet which contains Y and Z. Head down the next stairs. A huge Braille message is here to test your mad skillz. For those who don't want to translate it, I decided it'd be fun to waste 11 minutes doing so. Here's what I got...

"Everything has meaning. Existence has meaning. Being alive has meaning. Have dreams use power."

Sounds like 42 is the answer behind all of these statements. Head down the final set of stairs to find a shiny red Ruby lying in the ground. Pick it up and exit the cavern by head back to that fork in the road a little while back, but this time taking the eastern route instead of the southern one. Fly back to the One Island Pokemon Center and hand the Ruby to Celio. Delighted, Celio will tell you to find the missing Sapphire to restore power to the machine. He will take your Tri-Pass away and make it a Rainbow Pass, granting access to all seven Sevii Islands. Your Town Map is updated to accomodate the change.

All of our business is done with One Island. Set sail for Two Island!

=====
XIII2.Two Island-Boon Island for Two
=====

Yeah, I don't understand the name too much either. Notice the fast moving water as you leave the boathouse. The current is rushing so fast you can't Surf or fish here, as if you were going to do either. There's a Cuttable tree to the right of the boathouse with a Revive behind it. Grab it. Once you do so enter town.

***** This shop is pretty odd, and I guarentee that
* Poke Mart Shopping List * your shop will NEVER contain the full list to
***** the left. According to the Nintendo Guide,
Ultra Ball.....\$1200 several things influence the items in the
Great Ball.....\$600 shop. Normally there is just a Great Ball and
Soda Pop.....\$300 Fresh Water for sale. After saving Lostelle
Lemonade.....\$350 on Three Island, Soda Pop and Ultra Balls
Fresh Water.....\$200 become available. After beating the Elite 4
MooMoo Milk.....\$500 Lemonade and MooMoo Milk become available.
Lava Cookie.....\$200 If you buy out every item at least once then
Timer Ball.....\$1000 the supplies change a final time, taking Great
Repeat Ball.....\$1000 Balls off the list and replacing them with
***** Timer and Repeat Balls as well as Lava
Cookies. Buy a Lemonade if you can. You'll be wanting it later on down the
road.

South of the Poke Mart is the Two Island Game Corner. Its not the same as the Celedon City Game Corner, that's for sure. A man inside is frantic about his daughter Lostelle which, no surprise to the name, happens to be lost. The man says she went off to Three Island and asks you to look for her. A rogue Biker enters the room, thinking this was Three Island. He realizes his mistake and takes his leave. There are mini-games to be played, but you can't do them right now.

There is a house to the bottom-right of the Poke Mart. This is where the Move Relearner lives. In Ruby/Sapphire you had to bring this guy Heart Scales which were extremely rare. The purpose of the Move Relearner was to teach a Pokemon a move it has already forgotten, hence how now we can make Lugia relearn Aeroblast. Life is cool that way. However, his services sure aren't free. This guy is a mushroom fanatic. He requests either 2 Tinymushrooms or 1 Big Mushroom. Tinymushrooms are easy to find. Wild Paras commonly have

them as their hold item when you fight them. Big Mushrooms can be found on wild Parasect, which are much harder to find and even harder to pilfer a Big Mushroom from one of them.

If you want some shrooms, here's a trick to finding Tinymushrooms faster. He claims that if you go to Basement 2 of Mt. Moon (where only Paras appear) and use Thief on every Paras you encounter, you can easily steal their Tinymushrooms if they are holding any. This IS a foolproof trick to nabbing them quickly. Remember, to steal an item the Pokemon using Thief CANNOT be holding an item already. Also, make sure you take the Tinymushroom off of your Pokemon if it steals something.

This island would be a bit of a bore if there wasn't anything interesting to do. Head northwards and out of the village to reach Cape Brink.

```
*****
* Cape Brink Pokemon Listings *
*****
*Spearow      *          Common*
*Fearow      *          Uncommon*
*Meowth      *          Uncommon*
*Persian     *          Rare*
*Psyduck     *  Uncommon (FR)*
*Golduck     *          Rare (FR)*
*Oddish      *  Uncommon (FR)*
*Gloom       *          Rare (FR)*
*Slowpoke   *  Uncommon (LG)*
*Slowbro    *          Rare (LG)*
*Bellsprout *  Uncommon (LG)*
*Weepinbell *          Rare (LG)*
*****
```

Cape Brink is home to a bunch of version exclusive Pokemon. Pick up whatever you feel like not evolving. Golduck, Gloom, Slowbro, and Weepinbell are your choices this time around. Cape Brink is a winding path around a large pond. You'll need to manuver around the pathways towards the very top of the hill where a house lies. A kind lady inside will teach your starter its respective elemental Hyper Beam. Frezny Plant for Venusaur, Blast Burn for Charizard, and Hydro Cannon for Blastoise. These attacks are simple Hyper Beam with different types. They all have 150 base attack power and all require a turn of recharge afterwards. Honestly, its not worth it. We all know how awesome Hyper Beam is after all.

Your business should be done with Two Island. Now that there's nothing more to do, hop on the boat for Three Island.

```
=====
XIII3.Three Island-Kin Island of Family Bonding
=====
```

On Three Isle Port there will be some bikers riding along the beach, waiting for the rest of their gang members to arrive. There is a cave to the right of the sandy area, but it only contains a miner digging for gold. If you have beaten the Elite 4, this will be a long, thin cave. A suspicious rock at the end contains a Nugget. Talk to the miner at the end too. Exclaiming he found some gold, he'll share a piece with you. 2 free Nuggets in one go isn't too shabby I must say.

Outside of the gold cave is a tiny path of grass with nothing but Dunsparce 100% of the time. Catch one and head back to Three Isle Port. Head into Three Island town. Heal at the Pokemon Center. Try leaving through the only exit from the northern side. Some shop owners and civilians are under attack

by a biker gang. Okay. They you and your silent self are mocking them, so prepare for a battle! 4 bikers will battle you consecutively, no rest time inbetween. They prefer Grimer, Koffing, Weezing, and Muk. Psychic them, no?

```
*****
*Biker Goon *
*****
*Koffing * Lv. 37 * Exp:903*
*Grimer * Lv. 37 * Exp:712*
*****
*Money:$740 *
```

```
*****
*Biker Goon *
*****
*Koffing * Lv. 38 * Exp:927*
*****
*Money:$760 *
```

```
*****
*Biker Goon *
*****
*Grimer * Lv. 38 * Exp:732*
*****
*Money:$760 *
```

```
*****
*Cue Ball Paxton *
*****
*Weezing * Lv. 39 * Exp:1444*
*Muk * Lv. 39 * Exp:1311*
*****
*Money:$936 *
```

After defeating the mob's leader Paxton, the gang runs off afraid of your talent. The civilans will thank you for helping them. One will hand you a Full Restore, and another will mention that Lostelle went to Bond Bridge, linking Berry Forest with the majority of Three Island. The Poke Mart is also by the town exit...

```
*****
* Poke Mart Shopping List *
*****
*Ultra Ball.....$1200*
*Hyper Potion.....$1200*
*Revive.....$1500*
*Full Heal.....$600*
*Escape Rope.....$550*
*Max Repel.....$700*
*****
```

This Poke Mart is full of 'da goods. Ultra Balls and Escape Ropes, and ever useful Max Repels are sold here. Damn that's convienent. Buy whatever you really need with your high source of cash. Also, after shopping head inside the house at the north end of town. A man inside will talk about Sabrina, a part of her Fame Checker. There is a Zinc behind a Cuttable tree near the northern gate. Finally, let's head out to Bond Bridge.

```

*****
* Bond Bridge Pokemon Listings *
*****
*Venonat      *          Common*
*Venomoth     *          Uncommon*
*Meowth       *          Uncommon*
*Persian      *          Rare*
*Pidgey       *          Common*
*Pidgeotto    *          Uncommon*
*Oddish       *  Uncommon (FR)*
*Gloom        *          Rare (FR)*
*Psyduck      *  Uncommon (FR)*
*Slowpoke     *  Uncommon (LG)*
*Bellsprout   *  Uncommon (LG)*
*Weepinbell  *          Rare (LG)*
*****

```

Bond Bridge is similar to Cape Brink's Pokemon listings in several ways. There are several version exclusives to be found here as well. There is a double battle up ahead.

```

*****
*Twins Joy + Meg      *
*****
*Clefairy   * Lv. 37 * Exp:534*
*Clefairy   * Lv. 37 * Exp:534*
*****
*Money:$888      *
*****

```

Nothing too major to worry about in this battle. Another oddly placed rock holds a Max Repel. Grab it. Follow the path to Bond Bridge. Not what you may have expected, right? Several trainers lurk around the magnificent (?) view.

```

*****
*Aroma Lady Violet   *
*****
*Bulbasaur   * Lv. 36 * Exp:493*
*Ivysaur     * Lv. 36 * Exp:1087*
*Ivysaur     * Lv. 36 * Exp:1087*
*****
*Money:$1008      *
*****

```

Flamethrower. Whee.

```

*****
*Tuber Alexis      *
*****
*Staryu       * Lv. 34 * Exp:771*
*Staryu       * Lv. 34 * Exp:771*
*Krabby       * Lv. 34 * Exp:837*
*Krabby       * Lv. 34 * Exp:837*
*****
*Money:$136      *
*****

```

Thunderbolt.

```

*****
*Aroma Lady Nikki   *
*****
*Bellsprout  * Lv. 37 * Exp:666*
*Weepinbell  * Lv. 37 * Exp:1197*

```

*Money:\$1036 *

More Flamethrower. Isn't it obvious what to use by now?

*Tuber Amira *

*Poliwag * Lv. 34 * Exp:561*

*Poliwhirl * Lv. 35 * Exp:982*

*Poliwag * Lv. 34 * Exp:561*

*Money:\$136 *

You know what to do.

*SwimmerF Tisha *

*Kingler * Lv. 38 * Exp:1677*

*Money:\$152 *

...and this last trainer poses no challenge whatsoever, I assume? Just ahead of Tisha is the entrance to Berry Forest.

Berry Forest contains a ton of berries. I'm sure you could have figured that out from the name. However, all of the berries are hidden on the ground. With some extensive Itemfinder usage and double-checking the map from the Nintendo guide, here's the berries you can find. Send them over to Ruby/Sapphire/Emerald so you can grow plenty more.

*Berry Forest Pokemon Listings *

*Venonat * Rare*

*Venomoth * Common*

*Drowzee * Rare*

*Hypno * Rare*

*Pidgey * Common*

*Pidgeotto * Uncommon*

*Exeggcute * Uncommon*

*Oddish * Uncommon (FR)*

*Gloom * Rare (FR)*

*Psyduck * Rare (FR)*

*Slowpoke * Uncommon (LG)*

*Bellsprout * Rare (LG)*

*Weepinbell * Common (LG)*

With several alteration in rarity, this is mostly identical to the Bond Bridge listings. Once inside Berry Forest, follow the path to the first tree you need to Cut. Two spaces down and five more to the left and you will find a hidden Razz Berry. The majority of the berries in this forest are only good for blending/crushing, not for actual using in battle.

If you face one space south of the cuttable tree, press A for a hidden Oran Berry. Cut down the tree and head dead south, ignoring all other trees. Near the end, stand adjacent to the cuttable tree. If you walk one space right and two spaces down you can find a hidden Persim Berry.

From here head to the north-east corner of Berry Forest. If you check that very corner you will find a Chesto Berry. There's a ledge here. Jump off of it for a Full Heal. Head back around the ledge back to where you were and follow the path left some more. Stand next to a cuttable tree and take five steps east from it to find a hidden Aspear Berry on the ground.

Cut down the tree to find a Max Ether. Cut the tree south of the Max Ether which if you take three steps south and two more west you will discover a Bluk Berry. Use Cut to take down some nearby trees and you will soon reach a small pond of water. Surf across it and cut down even more trees to find a Max Elixir. Head back the way you came and head for a signpost. From the bottom of the sign, move one space south. A Pecha Berry is hidden here.

Well, that's all I could find at least. There may be more. I'm not sure. Head back up the northern path to find a dead end, with little Lostelle waiting there. She hasn't come back because a Hypno has been scaring her here. After a few seconds, Hypno let's out his creepy cry and you will battle the Level 30 Hypno. It's a piece of cake. Capture or kill it and Lostelle will hand over an Iapapa Berry for saving her. Both of you get warped back to the Island Two Game Corner. The man will be happy that you found his daughter. He will accept the Meteorite now (remember that thing?) and hand over the final Moon Stone in Kanto for it. Good work.

That's all for Three Island. Fly to One Island now and talk to Bill about your mission's success. He will bring you back to Cinnabar Island now. If you want to get back to the Sevii Islands, use the Hydrospeed at the Vermillion City Pier (where the SS Anne used to be). Have fun.

If you have the Rainbow Pass, your mission isn't over. Set sail for Four Island.

=====
XIII4.Four Island-The Warm, Blue, Floe Island
=====

Does the music sound familiar? Good. The remaining islands use remixed soundtracks of music from the GSC generation. After setting foot out of the boathouse Gary will come to talk to you. It isn't a fight, but he will brag that he has a Pokemon Egg and you don't (and don't know what they are. Pssh). He also mentions someone you know doing some business on the island. We will figure that out later.

Head west from the boathouse and smash several rocks to discover a Star Piece up ahead. Sell it at the Poke Mart in a few minutes. Head into town and into the Pokemon Center. The bookshelf contains information for Daisy's Fame Checker.

Above the Pokemon Center is a Day-Care facility. This place is different than the one south of Cerulean-it can hold 2 Pokemon. Because of this you can now make Eggs. All you have to do is breed a male and female Pokemon in the same Egg Group, or just breed someone with Ditto. The Egg Contains the lowest evolution (with several exceptions) of the female parent, and several compatible moves from the male parent. If breeding with a Ditto, whoever isn't the Ditto becomes the egg parent. Legendaries and other Ditto can't make eggs with Ditto or any other Pokemon.

Head inside the house next to the Day Care. One person inside will teach you Body Slam, a powerful Normal-type attack that has a 30% chance of inflicting paralysis. Cool stuff. Head inside the Poke Mart.

```

* Poke Mart Shopping List *
*****
*Ultra Ball.....$1200*
*Full Restore.....$3000*
*Max Potion.....$2500*
*Revive.....$600*
*Ice Heal.....$550*
*Escape Rope.....$600*
*Full Heal.....$550*
*Max Repel.....$700*
*****

```

Eh, this place has some more Ultra Balls incase you have already exhausted your supply catching some Johto Pokemon. One man in the store will add to Lorelei's Fame Checker. Some critical piece of advice-he states Lorelei's home is here at Four Island. Hmmm...could it mean she is here? After all, the Elite 4 right now is closed down due to Lorelei's disappearance.

For something interesting, the man in the house next door to the Poke Mart will add stickers to the back of your Trainer's Card for several different accomplishments. They are:Beating the Elite Four once, fourty times, one hundred times, and two hundred times. Then hatching one egg, one hundred eggs, two hundred eggs, and three hundred eggs. Lastly, winning one link battle, winning twenty link battles, fifty link battles, and one hundred link battles. Good luck getting all of these stickers. It is going to take someone with one hell of a lotta determination.

Next to the sticker house is Lorelei's home. Her younger sister is outside, but will gladly point you in the direction of Icefall Cave which is where Lorelei went (as well as add to her Fame Checker). Head east, surf across the pond, and enter Icefall Cave. Bring along a Water-type. You'll find out soon enough.

```

***** Most of these Pokemon are Johto exclusive
*Icefall Cave Pokemon Listings * and generally aren't at high levels. Repels
***** are your best option if you wanna avoid
*Zubat * Uncommon* these pointless fights. Surf across the
*Golbat * Common* next river to find the ground covered in
*Seel * Common* thin ice. If you step on one space, it will
*Dewgong * Rare* crack. Step on a cracked space and you will
*Swinub * Uncommon* fall to the next floor. Manuver on the two
*Shellder * Uncommon (FR)* right squares of ice to reach the Ultra
*Staryu * Uncommon (LG)* Ball. Use one more the head north and find
*Lapras * Rare* two ice blocks and a dead end. Break and
*Sneasel * Rare (LG)* fall through the top hole. Head up the
*Delibird * Rare (FR)* ladder you fall near and take the first ice
***** block you come to and fall through it.

```

You will land on a sheet of ice and slide until you hit a wall. Head south then east to reach a Nevermeltice, boosting Ice-type attacks. Head left, north, then east again and head up the ladder.

Take the bottom ice block this time around. Once you break and fall through it, you will be on the same sheet as ice as before but in a different place. Head north, east, south, the west to be able to get off the icy way. Head around the ladder and nab the Full Restore. Head up the ladder to find HM 07-Waterfall waiting.

You will need to teach someone Waterfall. If there's nobody on your team compatible or don't wanna give someone useful this awful HM, head back to the PC and grab another HM slave. Come back to the first room. There is a waterfall here if you didn't see it earlier. Head up here and through the

stairs. Head through the cave door after that.

Hey, its Lorelei! She's trying to defeat some Team Rocket members stealing Pokemon for the cave and needs your help. Time to defeat one of them.

```
*****
*Team Rocket Grunt                *
*****
*Zubat          * Lv. 38 * Exp:439*
*Zubat          * Lv. 38 * Exp:439*
*Golbat         * Lv. 38 * Exp:1392*
*****
*Money:$1216                        *
```

...and another pathetic Rocket battle. Afterwards, Lorelei demands to know where the stolen Pokemon from the cave are being stored. The gang gives in when Lorelei sends Lapras to use Ice Beam on them. Heh. They mention they are stored at the Rocket Warehouse, and that we'll never figure out the passwords to get in. Don't we already know one of them? Lorelei will plead for your assistance in the matter. We have a job to do.

Your work on Four Island is finished. Set sail for Six Island. Five Islands contains nothing of importance besides the warehouse which, as you should know, we can't enter. Ignore Five Island for the time being.

```
=====
XIII5.Five Island-Chrono Island:Where Time Goes
=====
```

With a name like Chrono Island, you'd think time would fly because this island sounds fun. WRONG! There's little of interest on this island and, if anything, time moves slowly. If you haven't uncovered both passwords to the Rocket Warehouse you have no business on this island. Head to Six Island instead. If you do, let's finish the Sevii Islands quest.

Head into the Pokemon Center and drop off a Pokemon, making sure there are only 5 Pokemon in your party. You'll find out why soon enough. Head to the left and Surf along the water there. You should enter Water Labyrinth soon enough, and heading left, find an island with a trainer waiting.

```
*****
*PKMN Breeder Alize                *
*****
*Pikachu       * Lv. 48 * Exp:843*
*Marill        * Lv. 48 * Exp:595*
*Clefairy      * Lv. 48 * Exp:699*
*****
*Money:$1344                        *
```

Yeah, not much to say here. This breeder will happily hand over an Egg containing Togepi if your team leader is in a happy standing with you. This is why you wanted only 5 Pokemon in your party. Surf back into the water to the right, and head north when you get the chance. Resort Gorgeous is up here and six trainers want a fight.

```
*****
*Painter Rayna                       *
*****
*Smeargle      * Lv. 50 * Exp:1135*
*****
*Money:$800                          *
```

Your Pokemon suck.

*Youngster Destin *

*Raticate * Lv. 48 * Exp:1192*

*Pidgeotto * Lv. 48 * Exp:1161*

*Money:\$768 *

What happened to the trainers that once put up a good fight?

*Painter Daisy *

*Smeargle * Lv. 50 * Exp:1135*

*Money:\$800 *

What's the difference between her and Rayna?

*Painter Celina *

*Smeargle * Lv. 50 * Exp:1135*

*Money:\$800 *

Oh god, the pain.

*Lady Gillian *

*Mareep * Lv. 47 * Exp:594*

*Mareep * Lv. 48 * Exp:606*

*Flaaffy * Lv. 49 * Exp:1228*

*Money:\$9800 *

For a pathetic team she gives a cripe load of money.

*Lady Jacki *

*Hoppip * Lv. 48 * Exp:760*

*Skiploom * Lv. 50 * Exp:1456*

*Money:\$10000 *

That's not a typo, she indeed hands over ten thousand Pokemanian dollars upon defeat. I believe your financial problems should be over, seeing as with the VS Seeker you can keep fighting Jacki and Gillian all day long and max out your funds in no time. Har. Enter the resort and inspect the bookcase for more info on Blaine's Fame Checker. Spiffy. Get back into the water and start Surfing due east once again. There's more to be done.

*SwimmerM Toby *

*Poliwhirl * Lv. 48 * Exp:1347*
*Tentacool * Lv. 48 * Exp:1080*
*Tentacruel * Lv. 48 * Exp:2107*

*Money:\$192 *

Yeah, no difficulty. A cave on an island up ahead will appear. Enter it.

* Lost Cave Pokemon Listings *

*Zubat * Uncommon*
*Golbat * Common*
*Gastly * Rare*
*Haunter * Rare*
*Misdreavus * Rare (LG)*
*Murkrow * Rare (FR)*

Misdreavus and Murkrow make an appearance in this cavern. Nab one if you can. This cave works similar to the Dotted Hole on Six Island. You enter the wrong door you will end up back at the entrance. However, there are several paths and all lead to worthwhile and rare items. (Credit to CAHowell's map for assistance on this irritating maze).

A trainer waits for you. Hard to miss.

*Ruin Maniac Lawson *

*Onix * Lv. 47 * Exp:1087*
*Marowak * Lv. 49 * Exp:1302*
*Graveler * Lv. 48 * Exp:1377*

*Money:\$2352 *

Okay, with him out of the way, remember entering a wrong door ends you up at the entrance. Stick with this for a little while. Head through the right door then the south one to get a Lax Incense. Enter a wrong door, then from the entrance head right again, then north, south, and north again. For some odd reason you end up at a room with a Sea Incense (???)

Head right, then up, and down again. How'd she get here?

*Psychic Laura *

*Natu * Lv. 48 * Exp:750*
*Natu * Lv. 48 * Exp:750*
*Xatu * Lv. 49 * Exp:1795*

*Money:\$980 *

Wimpy team. Head south, then right, and right again for a Max Revive. Get back to the room with Laura by going right, north, south again. From here, head south, then right, then left, south, right, and finally the north. Selphy is in this room (explains why she wasn't in her house) and challenges you upon entering her room.

*Lady Selphy *

```
*****
*Persian      * Lv. 49 * Exp:1554*
*Persian      * Lv. 49 * Exp:1554*
*****
*Money:$9800                                     *
```

That's a good sum of money for another easy trainer. As someone totally ungrateful, she will leave for her house and leave you at the front door. What an ass. Head inside anyways and Selphy will have already forgotten who you are. She wants to play a small game with you. She will request to see a Pokemon and you have about 10 minutes to grab it from your PC and show it to her. If you do you get a prize. ANY Pokemon labeled as "Seen" or "Own" in your Pokedex is fair game. You get a Luxury Ball for the first, Pearl for the second, Big Pearl for the third, Star Piece for the fourth, and a Nugget for all five. The prize loops endlessly like this. Believe me, its a waste of time. Those prizes suck.

Well, job is done here north of Five Island. Team Rocket still hasn't been stopped. Fly back to Five Island, heal if you need to, and head out the east exit from town (It is along the sand bar). You will enter Five Isle Meadow. Cut down the tree and grab the Max Potion it was guarding, then fight the Rocket Grunt up ahead.

```
*****
*Team Rocket Grunt                             *
```

...Rattata? A female Rocket Grunt lies ahead. Battle her.

```
*****
*Team Rocket Grunt                             *
```

More water is up ahead. Time to get sidetracked for the time being. Get onto the ocean and start swimming down the obviously laid out path. You will reach Memorial Pillar. Several battles await here.

```
*****
*Bird Keeper Milo                               *
```

This team is full of suck. The grassy areas contain Hoppip, and only Hoppip. Just thought you'd want to know that. Another trainer looms near Milo.

```
*****
*Bird Keeper Chaz                               *
```

*Spearow * Lv. 47 * Exp:583*

*Fearow * Lv. 49 * Exp:1701*

*Money:\$1176 *

Another trainer is on this island. He sucks too.

*Bird Keeper Harold *

*Hoothoot * Lv. 47 * Exp:583*

*Noctowl * Lv. 49 * Exp:1701*

*Money:\$1176 *

You've been using Thunderbolt, yes? From the ocean near Harold Surf further south. You will see a giant statue similar to an Onix. This guy's Onix died and made a statue in his honor. Remember that Lemonade from Two Island that is just resting in your backpack getting soiled? Place it next to the grave. The man will be delighted and hand you TM 42-Facade. A Metal Coat lies next to the statue. This hold item, when attached to an Onix or Scyther and traded will make them evolve into Steelix and Scizor respectively. Nifty. Head back to Five Isle Meadow now.

From where you last left off, keep heading south. Head around some trees for a PP Up, and near the Warehouse is one last Grunt.

*Team Rocket Grunt *

*Koffing * Lv. 49 * Exp:1197*

*Weezing * Lv. 49 * Exp:1816*

*Money:\$1568 *

You should have both passwords if you followed this guide. If not, head to Six Island. Now. Otherwise, talk to the door and you will insert both passwords, unlocking the door to the Rocket Warehouse.

Oh, grand. The stupid arrow pads are back. That's expected I suppose. This place is a torturous maze, but you can do this. Step on the arrows leading left, pick up the Up-Grade (similar to the Metal Coat, but only evolves Porygon to Porygon 2) and fight the female Rocket Grunt.

*Team Rocket Grunt *

*Houndour * Lv. 49 * Exp:1197*

*Houndour * Lv. 49 * Exp:1197*

*Money:\$1568 *

Surf and wash them all out. Near the Grunt is an arrow leading down. Step on the left one and head north. Another Grunt is ahead.

*Team Rocket Grunt *

*Machop * Lv. 48 * Exp:904*

*Machop * Lv. 48 * Exp:904*

*Machoke * Lv. 48 * Exp:1501*

*Money:\$1536 *

There are three different arrows facing left. Step on the bottom row of them to reach a Pearl. Head back to this spot again (damn!) and step on the only arrow pointing south. This leads to a Big Pearl. Head back again and take the middle arrow facing left. On the small bit of path, don't touch any arrows. Get around the Grunt you just faced and grab TM 36-Sludge Bomb. Head dead south for yet another fight.

*Team Rocket Grunt *

*Hypno * Lv. 49 * Exp:1732*

*Hypno * Lv. 49 * Exp:1732*

*Money:\$1568 *

Nothing difficult in this battle either. Head east again for a battle.

*Team Rocket Admin *

*Muk * Lv. 52 * Exp:1749*

*Arbok * Lv. 53 * Exp:1669*

*Vileplume * Lv. 54 * Exp:2128*

*Money:\$1728 *

Youch she is strong! He team will inflict you will status affects real fast. Wipe them out on the first strike if you can. She switches the directions of two arrows a little bit south of you. You can freely leave and come back to this exact spot now, cool shortcut. Move on ahead to the next admin when you are all healed.

*Team Rocket Admin *

*Golbat * Lv. 53 * Exp:1941*

*Weezing * Lv. 54 * Exp:2001*

*Houndoom * Lv. 55 * Exp:2403*

*Money:\$1760 *

The final Team Rocket member will recongnize the Earthbadge upon defeat. Apparently nobody believed Giovanni was defeated by a child, but they weren't lying. All the Team Rocket Members leave for good. That leaves just the scientist who stole your Sapphire up ahead, and is apprently selling it on eBay. Jerk.

*Scientist Gideon *

*Voltorb * Lv. 46 * Exp:1014*

*Electrode * Lv. 46 * Exp:1477*

*Magnemite * Lv. 46 * Exp:876*

*Magneton * Lv. 46 * Exp:1587*

*Porygon * Lv. 46 * Exp:1281*

*Money:\$2208 *

For the last Team Rocket-related fight I expected something more. He isn't too tough. Gideon will remain at the warehouse for research. Talk to him again for an entry to Giovanni's Fame Checker.

Great job! The Sevii Islands quest now comes to a close, but Seven Island still remains to be explored. Its a long and fun sidequest. Bring plenty of Ultra Balls!

With the Sapphire in your pocket, hightail it back to One Island and hand it off to Celio. Link connections with Hoenn will be established, and you can freely trade with Ruby/Sapphire/Emerald. Great job.

Celio also adds three things to Bill's Fame Checker. Keep talking to him until he spills all three memos.

Cerulean Cave (formerly known as Unknown Dungeon) is finally unlocked. Go grab Mewtwo!

The Elite 4 rematches are now open. Everyone's Pokemon have been power leveled to insane heights. You will be seeing those between 64 and around 80 so bring some strong Pokemon with you! The teams and movesets have also changed a little. Good luck!

Well, the game is now beaten. Do as you wish, you have no more restrictions. Have fun with whatever you decide to do!

=====

XIII6.Six Island-Fortune Island of Aged Wisdom

=====

You should be arriving here after finishing your business on Four Island. Time to find out the last password. A remixed version of Olivine City will start playing. Good times...good times. Head into town and into the Pokemon Center to find Gary waiting. He'll comment that the Pokedex is impossible to complete and gives up, heading back to Pallet Town. Lamer. Even though he IS correct in that respect. Head over to the Poke Mart. An old lady inside will add to Agatha's Fame Checker. Here's the items:

* Poke Mart Shopping List *

Ultra Ball.....\$1200

Full Restore.....\$3000

Max Potion.....\$2500

Revive.....\$600

Dream Mail.....\$50

Escape Rope.....\$600

Full Heal.....\$550

Max Repel.....\$700

Well, the items are the same as Four Island save for the missing Ice Heal, now replaced by useless Dream Mail. Okay, nothing else of importance is in the town. Six Island is extensive if you look at the map, and an onslaught of trainers lies east of town. Why don't you head that way? Battle the first trainer you see near the water.

*Juggler Edward *

```
*****
*Voltorb      * Lv. 46 * Exp:1014*
*Voltorb      * Lv. 46 * Exp:1014*
*Electrode    * Lv. 47 * Exp:1510*
*Mr. Mime     * Lv. 48 * Exp:1398*
*****
*Money:$1920      *
```

No kidding. Everyone your going to face have insanely high leveled Pokemon. Well, all the better experience for us I suppose. Some Earthquake should get the job done. You have a choice now. Altering cave lies north, but the main quest lies south. What direction to take? For the more experience, head northbound. Two trainers lie in wait.

```
*****
*SwimmerF Denise      *
```

```
*****
*Chinchou    * Lv. 49 * Exp:945*
*Lantern     * Lv. 49 * Exp:1638*
*****
*Money:$196      *
```

Thunderbolt won't work here as both of these guys are part Electric. Use some other strong attack.

```
*****
*Swimmer M Samir      *
```

```
*****
*Gyarados    * Lv. 50 * Exp:2292*
*****
*Money:$200      *
```

You know what to do. Head further north and onto land to find a double battle waiting.

```
*****
*Twins Miu + Mia      *
```

```
*****
*Pikachu     * Lv. 50 * Exp:976*
*Pikachu     * Lv. 50 * Exp:976*
*****
*Money:$1200      *
```

Just...use...Earthquake...

```
*****
*Aroma Lady Rose      *
```

```
*****
*Sunkern     * Lv. 49 * Exp:546*
*Sunflora    * Lv. 49 * Exp:1533*
*****
*Money:$1372      *
```

Nothing hard about this fight either. Head north and into a house ahead. A girl inside mentions she's a big fangirl about Heracross's. Eh. Stand behind the house, facing the door. Walk two spaces left and one up and press A for a hidden Oran Berry. Head east and Surf south down the small path. An Elixir waits at the end. Head back, and west. Enter Green Path with Pattern Bush just several steps away.

```

*****
*Pattern Bush Pokemon Listings *
*****
*Caterpie      *          Common*
*Metapod      *          Uncommon*
*Weedle       *          Common*
*Kakuna       *          Uncommon*
*Spinarak    *          Common*
*Ledyba       *          Common*
*Heracross   *          Rare*
*****

```

Pattern Bush has oddly placed grass patches, but they don't make any specific pattern as far as I can tell. It is home to 12 trainers. Since the room is so large I'll list them in the order I battled them. You can avoid pretty much all of them if you want, but the experience is too good to pass over. Why waste it?

```

*****
*Youngster Cordell *
*****
*Farfetch'd * Lv. 48 * Exp:966*
*Farfetch'd * Lv. 48 * Exp:966*
*****
*Money:$768 *
*****

```

Nothing too major. Quite a large place this be.

```

*****
*PKMN Breeder Bethany *
*****
*Chansey      * Lv. 50 * Exp:2731*
*****
*Money:$1400 *
*****

```

Chansey is a pain in the ass to kill, no lie. Refrain from using Special Attacks and stick to purely Physical, which deal the most damage to Chansey. She can easily prolong the battle with Softboiled. Urgh.

```

*****
*Bug Catcher Garret *
*****
*Heracross   * Lv. 49 * Exp:2100*
*****
*Money:$588 *
*****

```

Eh, burn him nice and toasty.

```

*****
*Lass Joana *
*****
*Snubbull   * Lv. 49 * Exp:660*
*****
*Money:$784 *
*****

```

Because Granbull is so damn fugly I assume.

```

*****
*Ruin Maniac Layton *
*****
*Sandslash  * Lv. 48 * Exp:1675*

```


*Sandslash * Lv. 48 * Exp:1675*

*Onix * Lv. 48 * Exp:1110*

*Money:\$2304 *

Surf. Lots of it.

*Youngster Nash *

*Weepinbell * Lv. 47 * Exp:1519*

*Weepinbell * Lv. 47 * Exp:1519*

*VICTreebel * Lv. 49 * Exp:2005*

*Money:\$784 *

More Flamethrower. Seriously, this is too easy.

*Bug Catcher Vance *

*Venonat * Lv. 48 * Exp:771*

*Venomoth * Lv. 48 * Exp:1419*

*Money:\$576 *

...

*Picnicker Marcy *

*Paras * Lv. 48 * Exp:720*

*Paras * Lv. 48 * Exp:720*

*Parasect * Lv. 48 * Exp:1344*

*Money:\$980 *

More fire. Yay.

*Bug Catcher Jonah *

*Yanma * Lv. 45 * Exp:1417*

*Yanma * Lv. 46 * Exp:1449*

*Beedrill * Lv. 45 * Exp:1533*

*Beedrill * Lv. 47 * Exp:1600*

*Money:\$564 *

Do it.

*Lass Dalia *

*Hoppip * Lv. 47 * Exp:744*

*Hoppip * Lv. 47 * Exp:744*

*Skiploom * Lv. 47 * Exp:1369*

*Skiploom * Lv. 48 * Exp:1398*

*Money:\$768 *

Stupid trainers. Monotonous isn't it?

*PKMN Breeder Allison *

*Cleairy * Lv. 48 * Exp:699*
*Cleairy * Lv. 48 * Exp:699*
*Cleable * Lv. 48 * Exp:1326*

*Money:\$1344 *

Finally, someone who doesn't use Grass-type Pokemon. That was irritating me.

*Camper Riley *

*Pinsir * Lv. 49 * Exp:2100*
*Heracross * Lv. 50 * Exp:2142*

*Money:\$1000 *

Well, he's the final trainer in this place. Burn his Pokemon and get the hell out of here. Surf along the water in a northern direction. More trainers loom out on the horizon.

*Psychic Jaclyn *

*Natu * Lv. 48 * Exp:750*
*Kadabra * Lv. 49 * Exp:1522*
*Slowbro * Lv. 48 * Exp:1686*

*Money:\$980 *

Eh, just some some strong attacks to know out her Pokemon. Follow the path north to Outcast Island. Some lonely people will gladly fight you.

*SwimmerF Nicole *

*Marill * Lv. 50 * Exp:621*

*Money:\$200 *

Thunderbolt. Suckish Pokemon.

*Sis and Bro Ava + Geb *

*Poliwhirl * Lv. 50 * Exp:1400*
*Starmie * Lv. 50 * Exp:2216*

*Money:\$400 *

More Thunderbolts. Seriously, you don't need any advice for this.

*SwimmerM Mymo *

*Kingler * Lv. 49 * Exp:2163*

*Wartortle * Lv. 49 * Exp:1501*

*Money:\$196 *

Sigh... There's a small Surfable path to the east. Follow it for a rare PP Up. Another trainer resides here.

*Fisherman Tylor *

*Qwilfish * Lv. 49 * Exp:1050*

*Qwilfish * Lv. 49 * Exp:1050*

*Money:\$1764 *

All right, almost done here. Wrap up this battle and head back to land. Travel east to find a Rocket Grunt hanging out near a cave.

*Team Rocket Grunt *

*Muk * Lv. 48 * Exp:1614*

*Raticate * Lv. 48 * Exp:1192*

*Golbat * Lv. 48 * Exp:1758*

*Money:\$1536 *

The final trainer here. Yes! He was guarding Altering Cave, a place home to nothing but Zubats. Why? That's covered in a future section. Your business here is finished. Fly back to Six Island and head back to where you fought Juggler Edward. Instead of heading north, choose the southern route. More trainers will await here. You will need someone with Surf (duh) and Cut. Don't forget them!

* Water Path Pokemon Listings *

*Oddish * Common (FR) *

*Gloom * Rare (FR) *

*Spearow * Common *

*Fearow * Uncommon *

*Psyduck * Rare (FR) *

*Slowpoke * Rare (LG) *

*Bellsprout * Common (LG) *

*Weepinbell * Rare (LG) *

Uh, yeah nothing major or new in these parts. This is the only actual path of grass on Water Path. Further south is Ruin Valley.

* Ruin Valley Pokemon Listings *

*Spearow * Uncommon *

*Fearow * Uncommon *

*Meowth * Rare *

*Sentret * Common *

*Wobbuffet * Common *

*Natu * Common *

*Yanma * Common *

See the darkened pice of ground near the stairs leading to Ruin Valley? A hidden Aspear Berry lies here. A trainer lies ahead.

*Hiker Earl *

*Onix * Lv. 49 * Exp:1134*

*Machoke * Lv. 49 * Exp:1533*

*Money:\$1764 *

Still not difficult. Head along the left ledge, not south. South leads to a valley. Another battle is ahead.

*Hiker Daryl *

*Sudowoodo * Lv. 50 * Exp:1446*

*Money:\$1800 *

Once again, use some Surfs. Use Strength to push away to rocks to reveal a path to a Full Restore. The split path leads to another HP Up. Head back to where the path splits and follow it from there. Several trainers blockade your way. You will pass several more boulders when you head south at the split. Move the one on top to the right, then one in the middle south, and the last right. Move the one above you north to reach a Sun Stone, the only one in the game. Head back to near where you fought Daryl. Head south for another split. Take the left path to find another HP Up. Take the right to fight the following trainers.

*Pokemaniac Hector *

*Rhyhorn * Lv. 49 * Exp:1417*

*Kangaskhan * Lv. 49 * Exp:1837*

*Money:\$2352 *

Wow. Damn good lot of cash.

*Ruin Maniac Stanly *

*Graveler * Lv. 48 * Exp:1377*

*Graveler * Lv. 48 * Exp:1377*

*Onix * Lv. 48 * Exp:1110*

*Money:\$2304 *

Use Thunderbolt.

*Ruin Maniac Foster *

*Golem * Lv. 50 * Exp:1896*

*Money:\$2400 *

I'm laughing if you actually USED Thunderbolt on Graveler.

```
*****
*Ruin Maniac Larry      *
*****
*Machoke      * Lv. 49 * Exp:1533*
*Machoke      * Lv. 49 * Exp:1533*
*****
*Money:$2352          *
*****
```

Use Psychic to obliterate his team. If you continue following the path you will apparently come to what looks like a building, with braille code written on a door. Translated, it reads "Cut". Obviously, use Cut on the door and it will open. You will enter Dotted Hole.

This isn't a long cave. Only Zubat inhabits this place. Fall down the hole in the center of the room to end up in a room with 4 holes. There's a braille tablet saying which hole to take. If you take the wrong one you will end up at the beginning. First, take the north hole. Then take the left hole. Then the right hole. Then the southern hole. A message, long like in the cave with the Ruby, reads...

"Let the two glittering stones-one is red, one is blue-connect the past. Two friends sharing power open a window to a new world that glows. The next world awaits you."

Uh...something about trading? New world referring to Hoenn? Meh. Grab the Sapphire. Before you have a chance to put it away a scientist who was tailing you this whole time will swipe it away from your hands. He works for Team Rocket and will escape to the Warehouse on Five Island, but not before telling you the second password. Its "Yes, nah, Chansey". Issa palindrome. My sister told me that (And so apparently is "Log need Goldeen" if you are like me and didn't see that either).

Well, our work is well overdone here on Six Island. With both passwords in hand you can leave for and complete Five Island. Or, relax with a sidequest on Seven Island. Your call!

```
=====
XIII7.Seven Island-Quest Island of Infinity
=====
```

Okay, Seven Island is the final Island for most players who don't have access to New York or an Action Replay. Seven Island is a long sidequest, and is a good way to waste a lot of time. Have fun here. Check out the Poke Mart firstly.

```
*****
* Poke Mart Shopping List *
*****
*Great Ball.....$600*
*Ultra Ball.....$1200*
*Full Restore.....$3000*
*Max Potion.....$2500*
*Hyper Potion.....$1200*
*Revive.....$600*
*Full Heal.....$550*
*Max Repel.....$700*
*Escape Rope.....$550*
*****
```

Don't mind the fact they are selling Great Balls for whatever severely messed

up reason. Heal up at the Pokemon Center. After doing so, check the bookcase for an add-in for Agatha's Fame Checker. North of town is Trainer Tower, but there's so much detail to that place it has a section on its own later.

Head south of Seven Island. A Move Tutor waits on the bridge and will teach Swords Dance to someone on your team. Uh...yeah, not worth it. Further south and you will reach Canyon Entrance.

```
*****
*Canyon Entrance Pokemon Listings*
*****
*Spearow      *          Common*
*Fearow       *          Uncommon*
*Meowth       *          Common*
*Persian      *          Uncommon*
*Sentret      *          Common*
*Slowpoke     *          Rare (LG)*
*Psyduck      *          Rare (FR)*
*****
```

There's nothing special in Canyon Entrance. It's named that because this small area leads to Sevault Canyon. Head along for a battle.

```
*****
*Aroma Lady Miah          *
*****
*Bellossom * Lv. 50 * Exp:1971*
*Bellossom * Lv. 50 * Exp:1971*
*****
*Money:$1400              *
```

Some trainers never learn their Pokemon suck.

```
*****
*Juggler Mason           *
*****
*Voltorb * Lv. 47 * Exp:1036*
*Voltorb * Lv. 47 * Exp:1036*
*Pineco  * Lv. 47 * Exp:603*
*Pineco  * Lv. 47 * Exp:603*
*****
*Money:$1880             *
```

Earthquake. Shake 'em up.

```
*****
*PKMN Ranger Nicolas    *
*****
*Weepinbell * Lv. 51 * Exp:1650*
*Victreebel * Lv. 51 * Exp:2086*
*****
*Money:$1836             *
```

Nicolas and Madeline should have teamed up for a double battle. They are much too weak alone.

```
*****
*PKMN Ranger Madeline   *
*****
*Gloom      * Lv. 51 * Exp:1441*
*Vileplume  * Lv. 51 * Exp:2010*
```

*Money:\$1836 *

After burning her Pokemon too, you can either head left and north, or right and south. Take the left path for the time being. You will find a double battle waiting at a dead end.

*Young Couple Eve + Jon *

*Golduck * Lv. 50 * Exp:1862*

*Psyduck * Lv. 50 * Exp:854*

*Money:\$2800 *

After this easy battle, head back onto the ledge. Two steps left of the grass you should see a small dark spot on the ground. Inspect it to find a Rawst Berry. Head back to where Madeline and Nicolas stand. Head south now. You will end up in Sevault Canyon. Follow the rugged path to another double battle.

*Cool Couple Lex + Nya *

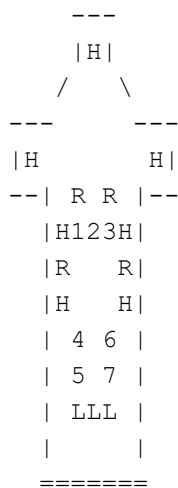
*Miltank * Lv. 52 * Exp:2226*

*Tauros * Lv. 52 * Exp:2348*

*Money:\$2496 *

Nya? That's fun to say. A little but past Lex and Nya is a cave opening. This is Tanoby Key. Tanoby Ruins lies up ahead, where someone or something has been sleeping for a long time. This is the key to awakening them. Hopefully this won't be another Kyogre/Groudon episode. The point of this puzzle is to push all seven boulders onto a hole in the room. The holes are actually actuators, and all seven need to be pushed down at one time to unlock the ruins. True, you could just send out your six Pokemon and assign them to a hole, and including yourself push down on them but there's no fun to that :)

All of the boulders can be pushed onto several different holes, but only one correct combination will work. Here's a drawing an instructions to finish this puzzle:



L=Stupid ledge
#'s 1-7=Boulders (see below)
H=Hole
R=Rock

Remember, you can stand on the holes! Use the following instructions in the order given.

Boulder 2-Move this one into the hole straight up.

Boulder 1-Move this one space right, two space up, then three spaces left.

Boulder 3-Move this one space left, two spaces up, then three space right.

Boulder 5-Move this one space left, then two space up.

Boulder 7-Move this one space right, then two space up.

Boulder 4-Move this one space right, three spaces up, then two spaces left.

Boulder 6-Move this one space left, three space up, then two spaces right.

If you did all of this correctly then a rumbling echo will occur several times, a door opening sound effect, then all is quiet and you get the message something opened far away. Hmm. Leave the cave and continue south on the path of Sevault Canyon. Trainers lie ahead.

```
*****
*Sevault Canyon Pokemon Listings *
*****
*Marowak      *           Rare*
*Fearow       *           Uncommon*
*Meowth       *           Uncommon*
*Persian      *           Rare*
*Geodude      *           Uncommon*
*Graveler     *           Rare*
*Onix         *           Rare*
*Phanpy       *           Common*
*Larvitar     *           Uncommon*
*Sentret      *           Common*
*Cubone       *           Rare*
*Skarmory     *           Rare (FR)*
*****
```

Skarmory makes an apearence in Sevault Canyon, but only for FireRed players. Too bad for LeafGreen players. No Skarmbliss for you.

```
*****
*Tamer Evan           *
*****
*Sandslash  * Lv. 48 * Exp:1675*
*Lickitung  * Lv. 48 * Exp:1305*
*Ursaring   * Lv. 49 * Exp:1984*
*****
*Money:$1960           *
*****
```

A Max Elixir lies in the grass a few steps past Evan. Follow the path around the bend and you will see a Blackbelt on the ledge. Talk to him for more info on Bruno's Fame Checker. Continue along the ledge to the next few trainers.

```
*****
*PKMN Ranger Jackson *
*****
*Tangela     * Lv. 49 * Exp:1743*
*Exeggcute  * Lv. 49 * Exp:1029*
*Exeggutor  * Lv. 49 * Exp:2226*
*****
*Money:$1764           *
*****
```

Burn them all. The next trainer is quite hard; heal up if you desire.


```
*****
*PKMN Ranger Katelyn          *
*****
*Chansey      * Lv. 52 * Exp:2841*
*****
*Money:$1872                    *
```

It takes FOREVER for this stupid Chansey to freaking die. Avoid Special Attacks—they do minimal damage. Stick with just Physical ones. Chansey has Softboiled and will use it constantly to keep up her HP. Hit her strong and fast, or just cop out and use a OHKO attack. Can't go wrong that way. Head for the next trainer afterwards.

```
*****
*Crush Girl Cyndy             *
*****
*Primeape     * Lv. 48 * Exp:1531*
*Hitmontop   * Lv. 48 * Exp:1419*
*Machoke      * Lv. 48 * Exp:1747*
*****
*Money:$1152                    *
```

Just past Cyndy is an item ball containing a King's Rock, which when you attack when holding this item may cause the enemy to flinch. To grab it, break the rock with Rock Smash, then push the boulder two spaces right. Then break the top rock and push the boulder next to it one space down. Break the last rock and push the boulder two more spaces east. This will open a path to the item. Grab it and move forwards.

```
*****
*Cooltrainer Leroy           *
*****
*Rhydon       * Lv. 47 * Exp:2052*
*Machoke      * Lv. 48 * Exp:1501*
*Slowbro     * Lv. 48 * Exp:1686*
*Kangaskhan  * Lv. 47 * Exp:1762*
*Ursaring    * Lv. 50 * Exp:2025*
*****
*Money:$1800                    *
```

LEERRRRRRRRROOY JENNNNNNNKINS. Couldn't resist that. Moderately balanced team. That's just one trait most Cooltrainers have in common I suppose. Near Leroy is a house which is a makeshift Pokemon Center. You should probably heal. A Lucky Punch appears on the table once you heal, but only once. Grab it and continue going south for another trainer.

```
*****
*Cooltrainer Michelle       *
*****
*Persian      * Lv. 47 * Exp:1489*
*Ninetales   * Lv. 48 * Exp:1830*
*Dewgong     * Lv. 47 * Exp:1771*
*Girafarig   * Lv. 50 * Exp:1596*
*Rapidash    * Lv. 48 * Exp:1974*
*****
*Money:$1800                    *
```

One you beat Michelle (heal up again if she actually put up a challenge), you will hit the ocean again and end up in Tanoby Ruins. Remember Tanoby Key? Doing that even unlocked the doors to seven mysterious islands on this route.

They are all very small and all contains up to five different letters of the Unown group. This includes the newly added "?" and "!" Unowns. Let's defeat the last four trainers on the overworld first, shall we? Head right in the water to reach one of the chambers with 2 trainers waiting.

```
*****
*Painter Edna                               *
*****
*Smeargle   * Lv. 50 * Exp:1135*
*****
*Money:$800                                 *
*****
```

Too easy. Clifford is walking right above her.

```
*****
*Gentleman Clifford                         *
*****
*Marowak    * Lv. 49 * Exp:1302*
*Golduck    * Lv. 49 * Exp:1827*
*****
*Money:$3528                               *
*****
```

Meh, still simple. Surf to the last island all the way on the right for another battle.

```
*****
*Ruin Maniac Benjamin                       *
*****
*Geodude    * Lv. 48 * Exp:883*
*Graveler   * Lv. 48 * Exp:1377*
*Graveler   * Lv. 48 * Exp:1377*
*****
*Money:$2304                               *
*****
```

Surf all the way to the lefternmost island. One final trainer awaits!

```
*****
*Ruin Maniac Brandon                       *
*****
*Onix       * Lv. 50 * Exp:1156*
*****
*Money:$2400                               *
*****
```

...and that's it. The Unown lying in each chamber? Here they are:

```
*****      *****      *****
* Monean Chamber * * Liptoo Chamber * * Weepth Chamber *
*****      *****      *****
*Unown A * Common* *Unown C * Common* *Unown E * Rare*
*Unown ? * Rare*   *Unown D *Uncommon* *Unown I * Rare*
*Unown ! * Rare*   *Unown H *Uncommon* *Unown N * Common*
*****      *Unown O * Rare*   *Unown S *Uncommon*
*****      *Unown U * Rare*   *****
*****      *****
```

```
*****      *****
* Dildford Chamber * * Scufib Chamber *
*****      *****
*Unown J * Common* *Unown F *Uncommon*
*Unown L * Common* *Unown G * Rare*
*Unown P * Common* *Unown K *Uncommon*
```

```

*Unown Q *Uncommon* *Unown T * Rare*
*Unown R * Rare* *Unown Y * Common*
*****
*****
* Viapois Chamber * * Rixy Chamber *
*****
*Unown Z * Common* *Unown B * Rare*
*Unown ? * Rare* *Unown M * Rare*
*****
*Unown U * Common*
*Unown W *Uncommon*
*Unown X *Uncommon*
*****

```

Well, that's it for the Sevii Islands unless you own an Action Replay/GS in which case you are capable of visit Island Eight and Island Nine. The entire game is open to you now. Rematch the Elite 4, collect all 12 stamps on Four Island, capture Mewtwo, go for a perfect Pokedex, every option is officially available to you. Well done.

```

=====
XIII18.Eight Island-Naval Rock
=====

```

In order to reach Naval Rock you will need an Action Replay or a Gameshark. Using one of these devices you can warp yourself to this island. Alternatively, you can get a Mysticticket at a Nintendo sponsored event. Fat chance of that happening though >_>

Once you warp/arrive at Navel Rock, you will see a tiny cave opening in front of you. Once you head inside, you can either head left or right. No wild Pokemon are inside this place. If you head left then you will climb many tiny rooms with lots of ladders leading up. After several floors of doing so, you will reach the peak of Navel Rock. Ho-oh is resting here. Disturb its slumber just for laughs.

```

*****
*Ho-oh Level 70*
*****
*Recover *
*Fire Blast *
*Swift *
*Safeguard *
*****

```

Yeah, this is the Ho-oh you may remember if you are a Crystal/Silver player. Ho-oh is at level 70, and sure as hell isn't easy to catch. Of course since you cheated to get here you CAN just insert an insta-catch cheat. Of course, that's no fun. Recover will prolong this battle for a good amount of time. Fire Blast has minimal PP so when that gets used up Ho-oh will be playing on the defensive the majority of the match. Catch or kill it. Your choice.

After Ho-oh, head back to the entrance to Navel Rock. However, head right. Instead of going up many ladders, you will be going down them. At the bottom of Navel Rock, swimming in a small pool, rests Lugia.

```

*****
*Lugia Level 70*
*****
*Recover *
*Hydro Pump *
*Swift *
*Safeguard *

```

Yeah, not much of a difference in movesets compared to Ho-oh, save for the switch from Fire Blast to Hydro Pump. There isn't much to say for Lugia that couldn't be said for Ho-oh. Recover makes this a pain in the ass, Hydro Pump has low PP, its all the same. Whatever the case, good luck with this fight.

That's it for Navel Rock. No trainers, quests, just two legendary Pokemon. Cheat to reach Nine Island.

=====

XIII9.Nine Island-Birth Island

=====

Birth Island is the final Sevii Island there is. You need an Oldseamap in order to reach it, now only obtainable through cheating. Another rare Pokemon rests on this island. Let's get it. Head up the stairs when you arrive on the island. At the top there is a dirt-triangle pattern on the ground and a black triangle in the middle of the island. In order to get Deoxys to appear, you must press A when standing next to this rock 11 times. You need to do it quickly, and you CANNOT walk into the rock, otherwise you fail and must start over again.

Each time you press A to the rock it will move around and start glowing redder and redder. Hit the rock in the middle and it will move to the bottom-left corner, then the very top, then bottom-right corner, then the middle-left corner, then the middle-right corner, then the bottom-middle, then the bottom-left corner, then the bottom-right corner, then bottom-middle, and finally the very top. Press it again and Deoxys will appear.

Deoxys Level 30

*Snatch *

*Psychic *

*Pusuit *

*Knock Off *

Seriously, this is nothing. At full HP several Ultra Balls are likely to capture him. Deoxys has an interesting effect, though. Depending on what version it is in Deoxys takes one of four different forms. In FireRed, he stands in a punching position. His top stats are Attack and Special Attack, losing a little Base Stats in Defense and Special Defense.

In LeafGreen, Deoxys has wide arms covering his body. His top stats are Special Defense, Defense, and HP. Both Attacks and Speed suffer a little bit.

In Ruby/Sapphire, I believe Deoxys is in its normal form. No stat has a huge advantage or disadvantage against another.

In Emerald, Deoxys is in its Speed form. Speed is obviously its highest stat, Attack and Special Attack suffer.

That's it. No more info on the Sevii Islands. Nothing more in this game to ultimately cover. Have fun with your hacked legendaries.

~XIV.Sevii Islands Bonuses~

There are some extra things to do in the Sevii Islands even after you beat the main quest within them. Some of these are fun, and others are just time-wasters. Play with them as you wish.

=====
XIV1.Seven Island's Trainer Tower
=====

North of Seven Island and across a small river lies Trainer Tower, the FR/LG half-ass equivalent of the Battle Tower most 3rd generation players have come to know. Two trainers block your way though.

*Psychic Rodette *

*Natu * Lv. 48 * Exp:750*
*Drowzee * Lv. 48 * Exp:1048*
*Hypno * Lv. 50 * Exp:1767*

*Money:\$1000 *

Turn back if you lose to her. Move on to the next trainer.

*Psychic Dario *

*Girafarig * Lv. 52 * Exp:*

*Money:\$1040 *

Okay, with the stupid distractions out of the way, merely cross the water to find Trainer Tower on a small island. This place is different than the Battle Tower. You may remember that there you must compete in seven battles all consecutively, and you are healed after each one.

Things are switched up in Trainer Tower, though. There are four different modes of play. Single Battle where everyone sends out only one Pokemon, Double Battle which should be obvious, Knockout mode where you will fight three trainers on each floor, all with one Pokemon. However, you can't heal between fights. Mixed is a variety of the above three modes on each floor. You are against the clock, however. You are trying to set a fastest time record. The Pokemon the trainers have match the highest leveled Pokemon in your party. You get NO experience here! No money either. You get a prize for finishing all eight floors, but the prize can only be collected once. Too bad, a few of them are good.

=====
SINGLE BATTLE
=====

Note:The levels of the Pokemon (labeled XX) represent the highest leveled Pokemon in your party! Also, you can use healing items here! Use them!

*Sailor Alberto *

*Feraligatr * Lv. XX * Exp:None*
*Kangaskhan * Lv. XX * Exp:None*

*Bug Catcher Brandon *

*Beedrill * Lv. XX * Exp:None*
*Yanma * Lv. XX * Exp:None*

*Juggler Jarrett *

*Weezing * Lv. XX * Exp:None*

*Exeggcute * Lv. XX * Exp:None*

*Youngster Cole *

*Primeape * Lv. XX * Exp:None*

*Slowbro * Lv. XX * Exp:None*

*Camper Joey *

*Nidoking * Lv. XX * Exp:None*

*Tauros * Lv. XX * Exp:None*

*SwimmerM Braden *

*Dunsparce * Lv. XX * Exp:None*

*Politoed * Lv. XX * Exp:None*

*Burglar Jac *

*Meowth * Lv. XX * Exp:None*

*Chansey * Lv. XX * Exp:None*

Don't get frustrated! Meowth is programmed to always be shiny in this battle.

*PKMN Breeder Lily *

*Togepi * Lv. XX * Exp:None*

*Snorlax * Lv. XX * Exp:None*

Once you reach the top floor, an old man will hand you an Upgrade. This can be used to evolve Porygon. Of course, you can also get it on the main quest so...waste of time?

=====

DOUBLE BATTLE

=====

Here you will fight, naturally, double battles. The first two Pokemon in your party are the ones sent out in the beginning of the fights.

*Twins Jen + Kira *

*Jolteon * Lv. XX * Exp:None*

*Espeon * Lv. XX * Exp:None*

Once again, Espeon is always programmed to be shiny.

*Crush Kin Jo + Haley *

*Alakazam * Lv. XX * Exp:None*
*Houndoom * Lv. XX * Exp:None*

Hurry, now! Surf away Houndoom and Shadow Ball Alakazam.

*Crush Kin Ric + Rene *

*Golem * Lv. XX * Exp:None*
*Machop * Lv. XX * Exp:None*

Eh, could have been harder. Surf XD

*Cool Couple Issac + Mag *

*Piloswine * Lv. XX * Exp:None*
*Crobat * Lv. XX * Exp:None*

Surf and Thunderbolt. Brilliant combo.

*Cool Couple Jos + Anne *

*Blissey * Lv. XX * Exp:None*
*Arcanine * Lv. XX * Exp:None*

Make sure to use Physical attacks against Blissey. She pretty much WON'T die any other way.

*Young Couple Emy + Alek *

*Ursaring * Lv. XX * Exp:None*
*Furret * Lv. XX * Exp:None*

Fighting attacks work well here.

*Sis and Bro Axe + Ren *

*Lanturn * Lv. XX * Exp:None*
*Dragonair * Lv. XX * Exp:None*

Dragonair can easily paralyze you with Dragonbreath. Beware.

*Cool Couple Geb + Megan *

*Gyarados * Lv. XX * Exp:None*
*Rhydon * Lv. XX * Exp:None*

On your first completion of Double Mode you will be rewarded with a Dragon Scale. Use that to evolve a traded Seadra into a Kingdra. Kingdra is a Pokemon with only one weakness, and a decent movepool to boot. Damn good.

=====
KNOCKOUT BATTLE
=====

Here you will have to enter a spot in the room where three trainers will fight you at once, one at a time. Each have on Pokemon. Here I'll merely list the trainers' names in the order you fight them on each floor and their respective Pokemon.

*Biker Jordy/Ernest/Gabriel *

*Magby * Lv. XX * Exp:None*
*Togepi * Lv. XX * Exp:None*
*Smoochum * Lv. XX * Exp:None*

WTF? Bikers with babies?

*Hiker Mike/Rebecca/Nicolas *

*Charizard * Lv. XX * Exp:None*
*Flareon * Lv. XX * Exp:None*
*Poliwrath * Lv. XX * Exp:None*

Well, the challenge stepped up quite fast...

Picnic. Camryn/Natalia/Kathleen

*Miltank * Lv. XX * Exp:None*
*Vileplume * Lv. XX * Exp:None*
*Lapras * Lv. XX * Exp:None*

Eh. Just use some Super Effective attacks.

*Sailor Brennan/Kaden/Emanuel *

*Chansey * Lv. XX * Exp:None*
*Seaking * Lv. XX * Exp:None*
*Vaporeon * Lv. XX * Exp:None*

Just so you know, Seaking is also programmed to be shiny.

*Beauty Maura/Mikaela/Flint *

*NidoranF * Lv. XX * Exp:None*
*Nidorina * Lv. XX * Exp:None*
*Nidoqueen * Lv. XX * Exp:None*

Psychic wins the day here.

*Rocker Ben/Camden/Zackery *

*Ampharos * Lv. XX * Exp:None*
*Granbull * Lv. XX * Exp:None*
*Misdreavus * Lv. XX * Exp:None*

Not too tough. Granbull is part Dark-type, mind you.

Tuber Priscila/Charlotte/Shania

*Goldeen * Lv. XX * Exp:None*

*Qwilfish * Lv. XX * Exp:None*

*Mantine * Lv. XX * Exp:None*

Thunderbolt. Fried fish. Yummy.

PKMN Rg. Chelsea/Trenton/Albert

*Starmie * Lv. XX * Exp:None*

*Arcanine * Lv. XX * Exp:None*

*Venusaur * Lv. XX * Exp:None*

A pretty tough batch of last battles. Surf and Thunderbolt are invaluable once again here, though. For finishing Knockout Mode you will receive a second Metal Coat, which can be used to evolve a traded Scyther or Onix if they are holding this item.

=====

MIXED MODE

=====

In Mixed Mode, you fight a compilation of the previous three modes. Simple as that.

*Cooltrainer Allyson *

*Starmie * Lv. XX * Exp:None*

*Kingdra * Lv. XX * Exp:None*

Thunderbolt. Run to the next battle.

*Psychic Lorenzo *

*Hypno * Lv. XX * Exp:None*

*Gengar * Lv. XX * Exp:None*

Just smack them down with powerful attacks. Move on.

*Super Nerd Owen *

*Jolteon * Lv. XX * Exp:None*

*Porygon 2 * Lv. XX * Exp:None*

Nothing too difficult here either.

*Cool Couple Geb + Megan *

*Nidoking * Lv. XX * Exp:None*

*Nidoqueen * Lv. XX * Exp:None*

Psychic or Surf. Either one works.

```
*****
*Sis and Bro Kat + Kipp      *
*****
*Corsola      * Lv. XX * Exp:None*
*Kingler      * Lv. XX * Exp:None*
*****
```

Giant enemy crab? Use Thunderbolt to attacks its weakpoint for massive damage.

```
*****
*PKMN Rg. Chelsea/Trenton/Albert*
*****
*Ledian      * Lv. XX * Exp:None*
*Gyarados    * Lv. XX * Exp:None*
*Tyranitar   * Lv. XX * Exp:None*
*****
```

Pretty strong team. You know what to do.

```
*****
*Crush Kin Ric + Rene      *
*****
*Hitmonlee   * Lv. XX * Exp:None*
*Hitmonchan  * Lv. XX * Exp:None*
*****
```

Psychic. Head for the final battle.

```
*****
*Hiker Mike/Rebecca/Nicolas *
*****
*Charizard   * Lv. XX * Exp:None*
*Nidoqueen   * Lv. XX * Exp:None*
*Poliwrath   * Lv. XX * Exp:None*
*****
```

Another strong, final team. After winning this you will recieve the crap-tacular King's Rock...and the self satisfaction you've cleared all the Trainer Tower has to offer. Wasn't much was it?

=====
XIV2.Two Island's Wireless Game Corner
=====

On Two Island, southeast of the Pokemon Center is a house that resembles the Celedon City Game Corner. This, too, is another Game Corner. However, you can only play the mini-games with a friend using the Wireless Adaptor. Using the GBA Connection Cable is NOT allowed. There are two games you can play.

The first game is Pokemon Jump. Any Pokemon with a height at 28 inches and below is permitted to play, so long as they are capable of jumping. No Diglett or Magikarp and other Pokemon like that allowed. All you have to do is time your jumps with the A button to jump over the Vine Whip-Rope made by two Venusaur's. First one to touch the rope loses. With each revolution the rope will swing faster and faster. Eventually someone will have to mess up!

The other mini-game is Dodrio's Berry Pick. You need three players for this mini-game. Each one controls on of Dodrio's heads and must time lunging at passing berries overhead to score points. The player with the most points when time ends is the winner.

There isn't any other point to these games other than mediocre entertainment

value. Have a few minutes of fun with your friends before you get sick of these game if you can.

=====
XIV3.Six Island's Heracross Horn Contest
=====

Head to Water Path, east of Six Island, and head northwards. One of the houses on a small plateau there is home to the Heracross Fan Girl. If you have a Heracross at the lead of your party when you talk to her, she will measure the horn length of it. If you beat the record you will receive a Nest Ball, ideal for capturing Bug-type Pokemon. Use them to capture more Heracross I guess. You can keep breaking your own record, but eventually that will become an impossibility and this contest will become irrelevant.

=====
XIV4.Six Island's Altering Cave
=====

At the northern most point of Six Island is a small cave, dubbed Altering Cave. This place contains nothing but Zubat's within it. There is a way to change the Pokemon found, though. Just use the E-Reader with some Japanese imported card. Of course, they aren't compatible. What that does is change the Pokemon found in this cave. However, all of them are obtainable in Emerald, Colosseum, and XD, making this cave irrelevant as well. Just thought someone would like to know.

That's it. The entire game has been covered head to foot. If you are interested in competitive battling because you managed to find somebody else who plays Pokemon besides yourself, read onwards.

~XV.EV Training and IV Stats for Dummies~

Competitive battling. This little concept is a highly critical portion of Pokemon that most people are completely unaware about. The thing is, by utilizing proper EV's, a little money, and the patience to get excellent IV's it is possible to create an insanely powerful Pokemon. This mini-guide will make short work of such information. This will only cover the surface of the concept, however. You should see other guides specializing in this for more information. If you have no idea what a DV from an EV is you are in the right place. I can help you understand it, but it is up to you, the player, to actually use EV's and IV's beneficially.

=====
XV1.Stat Compensation
=====

All Pokemon run off of six main stats. These stats as you already know are HP, Speed, Defense, Special Defense, Attack, and Special Attack. As your Pokemon levels up, these numbers increase. Some by 0 or 1 and other 4 or 5. But...that is quite odd indeed. How come some Pokemon get around 4 to 5 added to HP ever level, but only 1 for another stat? There is a completely logical reasoning behind this entire concept.

All Pokemon have "Base Stats". Base Stats are exactly what stats a Pokemon would have if it had a neutral nature and all of the IV's were at 0, and the Pokemon was not given an EV's (therefore only leveled up through Day-Care or Rare Candies). The sum of the base stats are a generalization of how powerful a Pokemon is. Pokemon with a sum of base stats over 600 are generally considered overpowered, or Ubers. These Pokemon primarily consist solely of Legendaries such as Lugia, Ho-oh, Mewtwo, etc. Not all legendaries are Uber in this sense, though. Raikou, Suicune, and Entei aren't powerful enough to

be considered uber and are therefore generally accepted in battles. The same goes for the Regi's and the Bird-trio.

Base Stats change upon evolution. This is usually why you see an increase of most, if not all of your stats when a Pokemon evolves. A Cyndaquil has a low base stat for HP, while Quilava has a base stat slightly higher. When Cyndaquil evolves the Quilava, the HP amount is reset to accomodate for Quilava's base stat.

This does NOT mean that all Pokemon with evolution are the greatest. Pokemon like Heracross which doesn't have an evolution is gives substantial base stats in several key stats such as Attack and Speed. Of course, a ton of Pokemon have abysmal base stats (Luvdisk, Spinda, etc.).

Check the base stats of a Pokemon you are using before determining what kind of Pokemon your going to have it become. Wallers need high Defense/Special Defense. Sweepers need high Attack, and so on. All Pokemon are different and it is up to you to exploit their abilities to the best ways possible.

=====
XV2.Attack Usage
=====

So you just trained a high powered Tyranitar to level 100. Good for you. The problem is you don't know what attacks to put onto it! With incredible attack you think about going with some Physical attacks like Hyper Beam (as its real powerful), maybe Strength since it sounds good, Focus Punch...

Attacks are a crucial part of a Pokemon's success in battle. Every Pokemon can only learn 4 attacks, and they must all be different (with the exception of Ditto who can only learn 1 attack). Using the most powerful attacks in the game strapped to a high powered Pokemon sounds like a good idea at first, but your are just asking to get pummeled quick. Why?

All attacks are generally different. You can't have just brute force on a Pokemon. Using stats to your advantage is important too. Attacks like Calm Mind, Barrier, Reflect, and so on don't hurt the Pokemon, but they affect the user's stats. Most Pokemon generally want one of those in their movepool somewhere. Calm Mind raises your Special Attack AND Special Defense, for example. Your Pokemon can easily absorb Special Attack damage, and dish it out just as painfully making for an easy knock out against the enemy.

All moves contain four idea concepts. Base Power, Accuracy, Type, and Effects of the move. Base Power is an important one. It is generally the strength of the attack. An attack with Base Power 90 is very powerful while one with Base Power 60 isn't as such. The accuracy os an attack is also important. Many attacks have 100% accuracy. Not many powerful attacks have this perfect accuracy though. Some are generally between 80%-95%. Few moves have no accuracy rating. These attacks (excluding stats that lower the foe's stats/raising your's) are Faint Attack and Swift. No matter what the evasion of the enemy is or lowered accuracy level of the user, these attacks will always hit the foe, unless they are using Dive, Dig, or Fly.

Type is another aspect of a move. If a Pokemon uses an attack that matches their type, they get a Same Type Attack Bonus, hereby regarded as STAB. STAB boosts the power of an attack by X1.5 (If the Pokemon is a dual type, this bonus is reduced to X1.25, however). The Base Power of Psychic is 90. Say a Latios, who Is Dragon/Psychic type, uses Psychic. 90 (The base power of Psychic) X 1.25 (because Psychic is one of Latios's types and it is a dual type Pokemon) = 112.5, the new base power of the attack. Of course, is the foe was weak against Psychic we would add a X2 multiplier in, making Latios's

attack a base power of 225! How is that for death?

Finally, special effects of an attack. Some attacks, like Ice Beam and Flamethrower, have a possibility of doing an extra effect to an enemy. These events are always calculated when you do an attack, and are applied once damage has been given.

The last part of attacks is PP. Power Points, or PP, is how many times you can use an attack. Powerful attacks have low PP (usually 5 or 10) while weak and/or useless attacks have an abundant amount (35 or 40). If you run out of PP you can't use that particular move anymore. Be careful about this unlucky circumstance within a battle!

=====
XV3.How EV's are Used
=====

Before we can actually cover how to use EV's, one must know WHAT an EV is. EV is an acronym, meaning Effort Value. Every Pokemon, when defeated, will hand over 1, 2, or 3 Effort Value points. These points correspond with a particular stat. For instance, killing a Spinda will net you 1 Special Attack EV point. Just note, Pokemon defeated in cable link battles don't give EV points!

To know how you actually receive an EV point, you must get experience. ANY Pokemon who gets experience when a Pokemon is defeated get the EV point(s) that Pokemon has. They aren't split. If 2 Pokemon attack a Spinda and a 3rd is holding an Experience Share, all 3 Pokemon receive 1 Special Attack EV point.

That's just the simple definition, though. So you have killed some Pokemon and gathered EV points. Where are they? What do you do with them? Firstly, they are invisible. To know how many you have you must be manually keeping track of them. Second, for every four EV points you accumulate in a stat you will get an extra stat point on a level up. If you killed four Spinda, and your Pokemon generally gets a +2 in Special Attack every level up, on the next one they will get a +3 in that stat.

If you take the above example, though, that won't necessarily happen. You see, the value of EV's change depending on the level of your Pokemon. To see a defiant stat change immediately, you need to be at a high level. That boils down to the level 76-99 zone. This doesn't mean that you have to EV train at level 99 for the best results. EV train at level 2 if you want to. It does not matter when or where you get your EV points, at level 100 your stats will COMPLETELY balance out again and all EV calculations will be finalized at that level.

So your thinking you can just kill Spinda until you have 999 in Special Attack, right? Sorry, it doesn't work that way. All Pokemon are capable of holding 510 EV points. No more than that. All stats can carry a maximum of 255 EV points. Therefore, for the most beneficial results, no Pokemon should accumulate more than 252 EV points in any one stat. The extra three can't go anywhere because they aren't divisible by four. The most common setup to see for EV training Pokemon in any three stats is 252/252/6. That gives 63 extra stat points to two stats, and 1 extra point to another stat.

Once a Pokemon has been filled with 510 EV points, it can't get any more. Its stats will slowly even out up to level 100. Feel free to attack anything now because your stats won't be changed in any negative or positive manner.

As I stated before, all Pokemon give 1, 2, or 3 EV points. Some Pokemon

actually give EV points in multiple stats. To check what Pokemon give how many EV's and to which stats, go here:

http://db.gamefaqs.com/portable/gbadvance/file/pokemon_emerald_ev_points.txt

That guide holds the answers you need. It lists all the Pokemon in the third generation. Remember, what EV's you give your Pokemon is up to you.

How do you EV train? I'll just continue with my Spinda example. If you're aiming for a Special Sweeper, head to route 113 in R/S/E and fight the Spinda there and ONLY the Spinda. Get a pad of paper and make a tick mark for every one you kill. Run away from all the other Pokemon. Once you reach 252 tick marks, move to the next stat you wish to EV train in. It is slightly time consuming to EV train. However, having an extra 63 points in a stat can and most certainly will come in handy, and all competitive players know how to properly EV train their Pokemon.

=====

XV4.How IV's are Used

=====

IV's. Like EV's these are also an acronym, meaning Individual Values. These are completely different from EV's, however. You have little to no control over what the IV's of a Pokemon will be. Let's dive deeper into what they actually are.

You know that there are six different stats. All Pokemon have Base Stats that determine how fast a particular stat will grow when leveled up. However, there is a hidden factor within there that even further determines how much a stat goes up when leveling. That would be Individual Values.

How are these determined? Randomness. A random IV generator creates each value for the IV's when you encounter a wild Pokemon, or are handed a Pokemon Egg. The stats are determined when HANDED the Egg, not when it hatches. What are the values for IV's? Another simple answer. All stats have IV's, including HP, and they range from 0 to 31. 31 is a perfect stat, while 0 is...well, let's just say you shouldn't use that stat. Period. The higher the IV value, the higher the stat will grow per level. The same applies for lower IV's in a similar sense.

What can you use them for? I've already said it-for exploiting high stats. But surely there must be a way to get better IV's! The Day-Care center is where it all happens. When making an egg, 2 IV's from two random stats are taken from one parent, and 1 IV for a stat is taken from another stat and are inherited in the baby. The remaining three stats are randomized. Through intense breeding, it is possible to get a Pokemon with 31 IV's in each stat, or at the least the important stats. By intense breeding, I mean countless hours hatching eggs. Believe me, if you want a perfect Pokemon you must be up to the task and agony of doing such work.

If you want to calculate your IV's, go to the following website:

<http://www.legendarypokemon.net/ivcalc>

All you need to do is insert the level, nature, Pokemon, current stats, and EV's put into each stat and you will get an approximation of each stat's IV. Just so you know, this is more accurate the higher the level of the Pokemon. Newly hatched Pokemon generally have a 31 or 0 in each stat from most calculators. Obviously that value changes over time.

=====

XV5.The Nature Dilemma

=====
 So you have a Pokemon with perfect IV's in a particular stat, a high Base Stat for said stat, and are ready to give it 252 EV's that will hopefully completely max out that stat. There's one final problem with that situation. You haven't factored in the nature of the Pokemon. Yes, Natures DO affect the stats of a Pokemon in positive and negative ways. This was posted at the beginning of the walkthrough, but here it is again.

*****	What does this mean, exactly? Well, every
* Nature * 110% Stat * 90% Stat*	nature will cause a stat to rise at an
*****	extra 10% rate, but at the same time cause
*Adament * Attack * Sp. Def *	another stat to rise 10% slower. The other
*Bashful * No Change *No Change*	three stats are unaffected. HP is never
*Bold * Defense * Attack *	affected by natures. There are five
*Brave * Attack * Speed *	natures that don't change stats at all.
*Calm * Sp. Def * Attack *	In addition to needing to breed to
*Careful * Sp. Def *Sp. Attk *	perfection, you are going to need to fall
*Docile * No Change *No Change*	into the right nature catogory for the
*Gentle * Sp. Def * Defense *	best stats possible.
*Hardy * No Change *No Change*	
*Hasty * Speed * Defense *	But a 1/25 chance of such an event
*Impish * Defense * Attack *	happening flawlessly! Don't fret; you can
*Jolly * Speed *Sp. Attk *	slightly control it. In Daycare, if you
*Lax * Defense * Sp. Def *	give a parent an Everstone there is a 50%
*Lonely * Attack * Defense *	that the Everstone-wearing parent will
*Mild * Sp. Attk * Defense *	have its nature passed down into the egg.
*Modest * Sp. Attk * Attack *	It is that simple. Just keep hatching eggs
*Naive * Speed * Sp. Def *	and save only the ones that have the
*Naughty * Attack * Sp. Def *	nature you desire. Then test their IV's
*Quiet * Sp. Attk * Speed *	after raising their levels through a
*Quirky * No Change *No Change*	little Daycare time. Keep the ones with
*Rash * Sp. Attk * Sp. Def *	high estimated IV's and continue the
*Relaxed * Defense * Speed *	process. This is a good way of narrowing
*Sassy * Sp. Def * Speed *	down worthwhile Pokemon. It will take a
*Serious * No Change *No Change*	long time. A VERY long time. Patience is
*Timid * Speed * Attack *	something you will need direly if you wish
*****	to have the ultimate Pokemon.

=====
 XV6.Items
 =====

The final chapter in this mini-guide to competitive battling is the proper usage of items. Every Pokemon should be given an item, but there are so many it may become hard to choose which ones to use. Remember, no two Pokemon can hold the same item in competitive battling. Beware.

Recovery items are the most common. Leftovers is the #1 most common item to find on any Pokemon on a standard team. Before your turn, this item heals you by 1/16th of your HP. That may not seem like a lot, but if you had about half your HP knocked away in one shot, then this item would bring you up over halfway again, forcing the enemy to attack twice more to defeat you. Shell Bell is another, but rarely used recovery item. This item works by damaging the enemy. When you do so, 1/8th of the damage done is given back to you for health recovery. If you deal 150 HP of damage, you will recover 18-19 HP. That sounds good, but if you have over 288 HP then Leftovers would be healing you at a faster rate. Shell Bell is a good substitute for strong Pokemon with not too much HP who deal a high amount of damage (and someone else is already holding Leftovers).

Berries are important too! Lum Berries are amazing. They will be used to

clear any status affect upon you instantly. Remember, berries work by themselves. In battle they will be used immediately when a status condition is inflicted upon you. They can only be used once per battle, so be careful. Mint and Chesto Berries are great too as they recover your from Sleep. Pokemon that use Rest should use these berries with abandon. Remember, Rest refills all your HP and clears you of any status affect, making these technically more versitile than Lum Berries.

There are several items that directly affect your stats. The Scope Lens increases the odds of getting a Critical Hit by 10%. Attacks like Slash are even further likely to get a Critcal Hit, and all other attacks have a 20% chance with this item equipped. Not too bad. Bright Powder lowers the accuracy of all the foes attacks by 10%. You are still likely to get hit, but in some lucky situations this item can surely pull through in a clinch. There is also the Quick Claw, giving you a 10% chance of going first regardless of the Speed stat of the enemy Pokemon. Although a low amount, it occassionally kicks into effect and you can't blame it then.

The last set of useful items are those that aid your stats. The Choice Band increases your Attack by X1.5 in battle when you use a move, however, you are forced to use ONLY that move until you have been defeated. The last item is also very common on most teams. It is the White Herb. This item will restore any stats that have been lowered through attacks from the foe like Screech, a partner, or the user from attacks such as Overheat. Because your stats can never go down, this Pokemon can be very versitile in battle and will generally always remain at full strength, unless a status affect hits this Pokemon.

That's it. Seriously, this is only the beginning basics of competitive battling. Seek other walkthroughs for deeper information on the subject. Hopefully this guide was able to shed some light on the basics so you can begin planning on what your team is going to become, and the important fundamentals like Nature, planned out. The remainder is up to the player. Good luck getting those perfect Pokemon.

~XVI.The Pokemon Attack Listings~

Yes, in this expansive section every attack in the game is listed. I'll list the attack's name, move type (Grass, Water, Fire, etc.), Power Points, Base Power, and Accuracy. Any additional affects besides just dealing damage are also mentioned (such as restores health, increases Defense by 2 levels, and so on). Hopefully you will find this useful, and can plan on what moves are good and which are pointless from this guide.

Disclaimer:The majority of these attacks were found by my own research, with the exception of several attacks that are specific to Pokemon I am unable to obtain. Credit to the Nintendo Player's Guide for those certain attacks.

Note:Please notify me if I missed any attacks. Using just the 3rd generation games and the Player's Guide (which didn't have every attack in the first place) I'm sure I missed something. Please tell me if I did with proper info that I need (Base Power, Accuracy, etc.)

```
*****
*#001-Absorb                *
*****
*Type-Grass                 *
*Base Power-20              *
*Power Points-20            *
```


*Accuracy-100% *
*Info-Half the damage inflicted *
*will be healed to the user's HP *

*#002-Acid *

*Type-Poison *
*Base Power-40 *
*Power Points-30 *
*Accuracy-100% *
*Info-There is a 10% chance this *
*attack will lower Defense *

*#003-Acid Armor *

*Type-Poison *
*Base Power-0 *
*Power Points-40 *
*Accuracy-0% *
*Info-Defense is raised 1 level *

*#004-Aerial Ace *

*Type-Flying *
*Base Power-60 *
*Power Points-20 *
*Accuracy-0% *
Info-This attack will never miss

*#005-Aeroblast *

*Type-Flying *
*Base Power-100 *
*Power Points-5 *
*Accuracy-95% *
*Info-This attack has a high *
*Critical Hit ratio *

*#006-Agility *

*Type-Psychic *
*Base Power-0 *
*Power Points-30 *
*Accuracy-0% *
*Info-Raises Speed by 2 levels *

*#007-Air Cutter *

*Type-Flying *
*Base Power-55 *
*Power Points-25 *
*Accuracy-95% *
*Info-This attack has a high *
*Critical Hit ratio *

*#008-Amnesia *

*Type-Psychic *
*Base Power-0 *
*Power Points-20 *
*Accuracy-0% *
*Info-Raises Special Defense 2 *
*levels *

*#009-Ancientpower *

*Type-Rock *
*Base Power-60 *
*Power Points-5 *
*Accuracy-100% *
*Info-There is a 10% chance all *
*stats will rise 1 level *

*#010-Arm Thrust *

*Type-Fighting *
*Base Power-15 *
*Power Points-20 *
*Accuracy-100% *
*Info-Hurts foe 2-5 times *

*#011-Aromatherapy *

*Type-Grass *
*Base Power-0 *
*Power Points-5 *
*Accuracy-0% *
*Info-All status effects are *
*instantly healed *

*#012-Assist *

*Type-Normal *
*Base Power-0 *
*Power Points-20 *
*Accuracy-100% *
*Info-Randomly uses a move on *
*another Pokemon's moveset *

*currently in your party *

*#013-Astonish *

*Type-Ghost *

*Base Power-30 *

*Power Points-15 *

*Accuracy-100% *

*Info-Has a 30% of making foe *

*flinch *

*#014-Attract *

*Type-Normal *

*Base Power-0 *

*Power Points-15 *

*Accuracy-100% *

*Info-If foe is opposite gender, *

*they are attracted to user *

*#015-Aurora Beam *

*Type-Ice *

*Base Power-65 *

*Power Points-20 *

*Accuracy-100% *

*Info-Has a 10% chance of *

*lowering foes Attack by 1 level *

*#016-Barrage *

*Type-Normal *

*Base Power-15 *

*Power Points-20 *

*Accuracy-85% *

*Info-Hits foe 2-5 times *

*#017-Barrier *

*Type-Psychic *

*Base Power-0 *

*Power Points-30 *

*Accuracy-0% *

*Info-Raises Defense by 2 levels *

*#018-Baton Pass *

*Type-Normal *

*Base Power-0 *
*Power Points-40 *
*Accuracy-0% *
*Info-User switches Pokemon but *
*all stat lowering/raising *
*effects or other effects that *
*disappear when switching remain *
*inplay *

*#019-Beat Up *

*Type-Dark *
*Base Power-10 *
*Power Points-10 *
*Accuracy-100% *
*Info-Extra 10 base power for *
*each Pokemon not fainted in *
*user's party *

*#020-Belly Drum *

*Type-Normal *
*Base Power-0 *
*Power Points-10 *
*Accuracy-0% *
*Info-User loses half of maximum *
*HP while maxing out Attack *

*#021-Bide *

*Type-Normal *
*Base Power-0 *
*Power Points-10 *
*Accuracy-100% *
*Info-User absorbs damage for 2 *
*turns, then attacks dealing *
*double the amount of damage *
*that was taken *

*#022-Bind *

*Type-Normal *
*Base Power-15 *
*Power Points-20 *
*Accuracy-75% *
*Info-Foe is trapped for 2-5 *
*turns, takes damage inbetween *
*each turn *

*#023-Bite *

```
*****
*Type-Dark *
*Base Power-60 *
*Power Points-25 *
*Accuracy-100% *
*Info-30% chance of foe flinching*
*****
```

```
*****
*#024-Blast Burn *
*****
*Type-Fire *
*Base Power-150 *
*Power Points-5 *
*Accuracy-90% *
*Info-User cannot attack next *
*turn *
*****
```

```
*****
*#025-Blaze Kick *
*****
*Type-Fire *
*Base Power-85 *
*Power Points-10 *
*Accuracy-90% *
*Info-Attack has a high Critical *
*Hit ratio, has a 10% chance of *
*inflicting a Burn *
*****
```

```
*****
*#026-Blizzard *
*****
*Type-Ice *
*Base Power-120 *
*Power Points-5 *
*Accuracy-70% *
*Info-Has a 20% of freezing foe *
*****
```

```
*****
*#027-Block *
*****
*Type-Normal *
*Base Power-0 *
*Power Points-5 *
*Accuracy-100% *
*Info-Foe cannot escape *
*****
```

```
*****
*#028-Body Slam *
*****
*Type-Normal *
*Base Power-85 *
*Power Points-15 *
*Accuracy-100% *
*Info-Has a 30% chance of *
*inflciting Paralysis *
*****
```

*#029-Bone Club *

*Type-Ground *
*Base Power-65 *
*Power Points-20 *
*Accuracy-85% *
*Info-Has a 30% chance of making *
*the foe flinch *

*#030-Bone Rush *

*Type-Ground *
*Base Power-25 *
*Power Points-10 *
*Accuracy-80% *
*Info-Hits foe 2-5 times *

*#031-Bonemerang *

*Type-Ground *
*Base Power-50 *
*Power Points-10 *
*Accuracy-90% *
*Info-Hurts foe twice *

*#032-Bounce *

*Type-Flying *
*Base Power-85 *
*Power Points-5 *
*Accuracy-85% *
*Info-Flies into air first turn, *
*attacks second turn, has a 30% *
*chance of causing Paralysis *

*#033-Brick Break *

*Type-Fighting *
*Base Power-75 *
*Power Points-15 *
*Accuracy-100% *
*Info-Any "barrier" type attack *
*used by foe (Barrier, Reflect, *
Light Screen, etc.) is destroyed

*#034-Bubble *

```
*Type-Water *
*Base Power-20 *
*Power Points-30 *
*Accuracy-100% *
*Info-10% chance of lowering foes*
*Speed by one level *
*****
```

```
*****
*#035-Bubblebeam *
*****
*Type-Water *
*Base Power-65 *
*Power Points-20 *
*Accuracy-100% *
*Info-10% chance of lowering foes*
*Speed by one level *
*****
```

```
*****
*#036-Bulk Up *
*****
*Type-Fighting *
*Base Power-0 *
*Power Points-20 *
*Accuracy-0% *
*Info-Raises Attack and Defense *
*by one level *
*****
```

```
*****
*#037-Bullet Seed *
*****
*Type-Grass *
*Base Power-10 *
*Power Points-30 *
*Accuracy-100% *
*Info-Attacks foe 2-5 times *
*****
```

```
*****
*#038-Calm Mind *
*****
*Type-Psychic *
*Base Power-0 *
*Power Points-20 *
*Accuracy-0% *
*Info-Special Attack and Special *
*Defense are raised one level *
*****
```

```
*****
*#039-Camouflage *
*****
*Type-Normal *
*Base Power-0 *
*Power Points-20 *
*Accuracy-100% *
*Info-The type of this Pokemon *
*alters in different locations *
```

*#040-Charge *

*Type-Electric *
*Base Power-0 *
*Power Points-20 *
*Accuracy-100% *
Info-Power of next attack, if an
*Electric type, is boosted X1.5 *

*#041-Charm *

*Type-Normal *
*Base Power-0 *
*Power Points-20 *
*Accuracy-100% *
Info-Attack of foe is lowered by
*two levels *

*#042-Clamp *

*Type-Water *
*Base Power-35 *
*Power Points-10 *
*Accuracy-75% *
Info-Attacks foe inbetween turns
*for 2-5 turns *

*#043-Comet Punch *

*Type-Normal *
*Base Power-18 *
*Power Points-15 *
*Accuracy-85% *
*Info-Attacks foe 2-5 times *

*#044-Confuse Ray *

*Type-Ghost *
*Base Power-0 *
*Power Points-10 *
*Accuracy-100% *
*Info-Foe becomes Confused *

*#045-Confusion *

*Type-Psychic *
*Base Power-50 *


```
*Power Points-25 *
*Accuracy-100% *
*Info-Has a 10% chance of *
*Confusing the foe *
*****

*****
*#046-Constrict *
*****
*Type-Normal *
*Base Power-10 *
*Power Points-35 *
*Accuracy-100% *
*Info-Has a 10% chance of *
*lowering Speed *
*****

*****
*#047-Conversion *
*****
*Type-Normal *
*Base Power-0 *
*Power Points-30 *
*Accuracy-0% *
*Info-The type of the user is *
*changed to that of one of its *
*moves randomly *
*****

*****
*#048-Conversion 2 *
*****
*Type-Normal *
*Base Power-0 *
*Power Points-30 *
*Accuracy-0% *
*Info-User is resistant against *
*the attack type last used *
*against the user *
*****

*****
*#049-Cosmic Power *
*****
*Type-Psychic *
*Base Power-0 *
*Power Points-20 *
*Accuracy-0% *
*Info-Raises Special Defense and *
*Defense by one level *
*****

*****
*#050-Cotton Spore *
*****
*Type-Grass *
*Base Power-0 *
*Power Points-40 *
*Accuracy-85% *
*Info-Foes Speed is lowered by *
```

```
*two levels *
*****

*****
*#051-Counter *
*****
*Type-Fighting *
*Base Power-0 *
*Power Points-20 *
*Accuracy-100% *
*Info-If damaged recieved was *
*from a Physical attack, then *
*damage given is double recieved *
*from attack *
*****

*****
*#052-Covet *
*****
*Type-Normal *
*Base Power-40 *
*Power Points-40 *
*Accuracy-100% *
*Info-Foes item is stolen and *
*given to user IF user isn't *
*already holding an item *
*****

*****
*#053-Crabhammer *
*****
*Type-Water *
*Base Power-90 *
*Power Points-10 *
*Accuracy-85% *
*Info-Attack has a high Critical *
*Hit ratio *
*****

*****
*#054-Cross Chop *
*****
*Type-Fighting *
*Base Power-100 *
*Power Points-5 *
*Accuracy-80% *
*Info-Attack has a high Critical *
*Hit ratio *
*****

*****
*#055-Crunch *
*****
*Type-Dark *
*Base Power-80 *
*Power Points-15 *
*Accuracy-100% *
*Info-Has a 10% chance of *
*lowering foes Special Defense by*
*one level *
```

*#056-Crush Claw *

*Type-Normal *
*Base Power-75 *
*Power Points-10 *
*Accuracy-95% *
*Info-Has a 10% chance of *
lowering the foes Defense by one
*level *

*#057-Curse *

*Type-??? *
*Base Power-0 *
*Power Points-10 *
*Accuracy-0% *
Info-Ghost-type Pokemon that use
*this attack lose half their HP *
and inflict a Curse upon the foe
*which makes them lose 1/4th of *
their maximum HP every turn. Non
*Ghost-type Pokemon have their *
*Attack and Defense raised one *
level and Speed lowered on level

*#058-Cut *

*Type-Normal *
*Base Power-50 *
*Power Points-30 *
*Accuracy-95% *
*Info-No special effect *

*#059-Defense Curl *

*Type-Normal *
*Base Power-0 *
*Power Points-40 *
*Accuracy-0% *
*Info-Raises user's Defense by *
*one level, Rollout's power is *
*doubled if used next turn *

*#060-Destiny Bond *

*Type-Ghost *
*Base Power-0 *
*Power Points-5 *
*Accuracy-0% *

Info-If the user faints, the foe
*also faints *

*#061-Detect *

*Type-Fighting *
*Base Power-0 *
*Power Points-5 *
*Accuracy-100% *
*Info-Next attack will always *
*miss, move always used before *
*foe attacks, and this move has *
*accuracy lowered when used in *
*succession *

*#062-Dig *

*Type-Ground *
*Base Power-60 *
*Power Points-10 *
*Accuracy-100% *
*Info-Evades battlefield first *
*turn, strikes second turn *

*#063-Disable *

*Type-Normal *
*Base Power-0 *
*Power Points-20 *
*Accuracy-55% *
*Info-Attack last used by foe *
cannot be used for several turns

*#064-Dive *

*Type-Water *
*Base Power-60 *
*Power Points-10 *
*Accuracy-100% *
Info-Dives underwater first turn
*and strikes second turn *

*#065-Dizzy Punch *

*Type-Normal *
*Base Power-70 *
*Power Points-10 *
*Accuracy-100% *
*Info-Has a 30% chance of *
*confusing the foe *

*#066-Doom Desire *

*Type-Steel *
*Base Power-120 *
*Power Points-5 *
*Accuracy-85% *
*Info-Hurts foe 2 turns after *
*attack is used *

*#067-Double Kick *

*Type-Fighting *
*Base Power-30 *
*Power Points-30 *
*Accuracy-100% *
*Info-Attacks the foe twice *

*#068-Double Team *

*Type-Normal *
*Base Power-0 *
*Power Points-15 *
*Accuracy-0% *
*Info-Raises evasiveness by one *
*level *

*#069-Double-Edge *

*Type-Normal *
*Base Power-120 *
*Power Points-15 *
*Accuracy-100% *
Info-1/8th of damage delt to foe
*is also taken as recoil damage *
*for the user *

*#070-Doubleslap *

*Type-Normal *
*Base Power-15 *
*Power Points-10 *
*Accuracy-85% *
*Info-Attacks for 2-5 times *

*#071-Dragon Claw *

*Type-Dragon *

```
*Base Power-80 *
*Power Points-15 *
*Accuracy-100% *
*Info-No special effects *
*****

*****
*#072-Dragon Dance *
*****
*Type-Dragon *
*Base Power-0 *
*Power Points-20 *
*Accuracy-0% *
*Info-Raises user's Attack and *
*Speed by one level *
*****

*****
*#073-Dragon Rage *
*****
*Type-Dragon *
*Base Power-0 *
*Power Points-10 *
*Accuracy-100% *
*Info-This attack will always *
*do 40 damage to the foe no *
*matter the circumstance *
*****

*****
*#074-Dragonbreath *
*****
*Type-Dragon *
*Base Power-60 *
*Power Points-20 *
*Accuracy-100% *
*Info-Attack has a 30% chance of *
*inflicting Paralysis *
*****

*****
*#075-Dream Eater *
*****
*Type-Psychic *
*Base Power-100 *
*Power Points-15 *
*Accuracy-100% *
*Info-Only hurts foes that are *
*sleeping, heals user 1/2 damage *
*that was inflicted *
*****

*****
*#076-Drill Peck *
*****
*Type-Flying *
*Base Power-80 *
*Power Points-20 *
*Accuracy-100% *
*Info-No special effects *
```

*#077-Dynamicpunch *

*Type-Fighting *
*Base Power-100 *
*Power Points-5 *
*Accuracy-50% *
*Info-If attack hits foe they *
*will become Confused *

*#078-Earthquake *

*Type-Ground *
*Base Power-100 *
*Power Points-10 *
*Accuracy-100% *
*Info-No special effects *

*#079-Egg Bomb *

*Type-Normal *
*Base Power-100 *
*Power Points-10 *
*Accuracy-75% *
*Info-No special effects *

*#080-Ember *

*Type-Fire *
*Base Power-40 *
*Power Points-25 *
*Accuracy-100% *
*Info-Attack has a 10% chance of *
*inflicting a Burn *

*#081-Encore *

*Type-Normal *
*Base Power-0 *
*Power Points-5 *
*Accuracy-100% *
Info-Previous attack used by foe
*is forced to be repeated for *
*2-6 turns, or until out of PP *

*#082-Endeavor *

*Type-Normal *

*Base Power-0 *
*Power Points-5 *
*Accuracy-100% *
*Info-Base Power rises to 60 if *
*user's HP is lower than foe's, *
*if not then Base Power is 30 *

*#083-Endure *

*Type-Normal *
*Base Power-0 *
*Power Points-10 *
*Accuracy-0% *
*Info-The user will survive with *
*at least 1 HP no matter what *
attack it is hit with (including
*OHKO attacks), accuracy lowers *
*when used in succession *

*#084-Eruption *

*Type-Fire *
*Base Power-150 *
*Power Points-5 *
*Accuracy-100% *
*Info-Base Power decreases by 10 *
for every 1/16th HP missing from
*the user *

*#085-Explosion *

*Type-Normal *
*Base Power-250 *
*Power Points-5 *
*Accuracy-100% *
*Info-User faints after using *
*this attack *

*#086-Extrasensory *

*Type-Psychic *
*Base Power-80 *
*Power Points-30 *
*Accuracy-100% *
*Info-Attack has a 30% chance of *
*making the foe Flinch *

*#087-Extremespeed *

*Type-Normal *

*Base Power-80 *
*Power Points-5 *
*Accuracy-100% *
*Info-This attack will always *
*strike first *

*#088-Facade *

*Type-Normal *
*Base Power-70 *
*Power Points-20 *
*Accuracy-100% *
*Info-Attack stat is doubled if *
*user is Paralyzed, Burned, or *
*Poisoned *

*#089-Faint Attack *

*Type-Dark *
*Base Power-60 *
*Power Points-20 *
*Accuracy-0% *
Info-This attack will never miss

*#090-Fake Out *

*Type-Normal *
*Base Power-40 *
*Power Points-10 *
*Accuracy-100% *
*Info-This attack will always *
*strike first, but only on the *
*first turn and foe will always *
*flinch, attack won't go first *
*won't cause flinching in any *
*future turn *

*#091-Fake Tears *

*Type-Dark *
*Base Power-0 *
*Power Points-20 *
*Accuracy-100% *
*Info-Lowers foe's Special *
*Defense by two levels *

*#092-False Swipe *

*Type-Normal *
*Base Power-40 *

```
*Power Points-40 *
*Accuracy-100% *
*Info-Attack will always leave *
*foe with at least 1 HP *
*****

*****
*#093-Featherdance *
*****
*Type-Flying *
*Base Power-15 *
*Power Points-0 *
*Accuracy-100% *
*Info-Attack stat of foe is *
*lowered by two levels *
*****

*****
*#094-Fire Blast *
*****
*Type-Fire *
*Base Power-120 *
*Power Points-5 *
*Accuracy-85% *
*Info-Attack has a 30% chance of *
*inflicting a Burn *
*****

*****
*#095-Fire Punch *
*****
*Type-Fire *
*Base Power-75 *
*Power Points-15 *
*Accuracy-100% *
*Info-Has a 10% chance of *
*inflicting a Burn *
*****

*****
*#096-Fire Spin *
*****
*Type-Fire *
*Base Power-15 *
*Power Points-15 *
*Accuracy-70% *
*Info-Hurts enemy inbetween turns*
*for 2-5 turns *
*****

*****
*#097-Fissure *
*****
*Type-Ground *
*Base Power-0 *
*Power Points-5 *
*Accuracy-30% *
*Info-If attack hits, foe is *
*instantly knocked out unless *
*using Endure *
```

*#098-Flail *

*Type-Normal *
*Base Power-0 *
*Power Points-15 *
*Accuracy-100% *
*Info-Base Power rises by 10 for *
*every 1/8th of HP missing from *
*the user *

*#099-Flame Wheel *

*Type-Fire *
*Base Power-60 *
*Power Points-25 *
*Accuracy-100% *
*Info-Has a 10% chance of *
*inflicting a Burn *

*#100-Flamethrower *

*Type-Fire *
*Base Power-95 *
*Power Points-15 *
*Accuracy-100% *
*Info-Has a 10% chance of *
*inflicting a Burn *

*#101-Flash *

*Type-Normal *
*Base Power-0 *
*Power Points-20 *
*Accuracy-70% *
*Info-Foe's accuracy is lowered *

*#102-Flatter *

*Type-Dark *
*Base Power-0 *
*Power Points-15 *
*Accuracy-100% *
*Info-Foe becomes Confused, but *
*their Special Attack is raised *
*one level *

*#103-Fly *

*Type-Flying *
*Base Power-70 *
*Power Points-15 *
*Accuracy-95% *
*Info-Flies into the air first *
*turn, strikes second turn *

*#104-Focus Energy *

*Type-Normal *
*Base Power-0 *
*Power Points-30 *
*Accuracy-0% *
*Info-Critical Hit ratio is *
*increased *

*#105-Focus Punch *

*Type-Fighting *
*Base Power-150 *
*Power Points-20 *
*Accuracy-100% *
*Info-User tightens focus first *
*turn and strikes second turn, *
*focus is broken if user is *
*damaged and can't attack the *
*following turn, ruining the *
*attack *

*#106-Follow Me *

*Type-Normal *
*Base Power-0 *
*Power Points-20 *
*Accuracy-100% *
*Info-In a Double Battle, all *
*attacks are forced to be *
*directed at the user of this *
*move *

*#107-Foresight *

*Type-Normal *
*Base Power-0 *
*Power Points-40 *
*Accuracy-100% *
Info-The next attack of the user
*will always hit unless a move *
*such as Fly or Dive is used *

```
*****
*#108-Frenzy Plant *
*****
*Type-Grass *
*Base Power-150 *
*Power Points-5 *
*Accuracy-90% *
*Info-The user is unable to *
*attack next turn *
*****
```

```
*****
*#109-Frustration *
*****
*Type-Normal *
*Base Power-0 *
*Power Points-20 *
*Accuracy-100% *
*Info-The Base Power of this *
*rises with the unfriendliness *
*of the user towards its trainer,*
*to a maximum Base Power of 70 *
*****
```

```
*****
*#110-Fury Attack *
*****
*Type-Normal *
*Base Power-15 *
*Power Points-20 *
*Accuracy-85% *
*Info-Attacks foe 2-5 times *
*****
```

```
*****
*#111-Fury Cutter *
*****
*Type-Bug *
*Base Power-10 *
*Power Points-20 *
*Accuracy-95% *
*Info-The Base Power of this *
*attack doubles each time it is *
*used consecutively without *
*missing *
*****
```

```
*****
*#112-Fury Swipes *
*****
*Type-Normal *
*Base Power-18 *
*Power Points-15 *
*Accuracy-80% *
*Info-Attacks foe 2-5 times *
*****
```

```
*****
*#113-Future Sight *
*****
```

*Type-Psychic *
*Base Power-80 *
*Power Points-15 *
*Accuracy-90% *
*Info-Attack will hit foe two *
*turns after attack is used *

*#114-Giga Drain *

*Type-Grass *
*Base Power-60 *
*Power Points-5 *
*Accuracy-100% *
*Info-Half the damage inflicted *
*is healed to the user *

*#115-Glare *

*Type-Normal *
*Base Power-0 *
*Power Points-30 *
*Accuracy-75% *
*Info-Foe becomes Paralyzed *

*#116-Grasswhistle *

*Type-Grass *
*Base Power-0 *
*Power Points-15 *
*Accuracy-55% *
*Info-Foe becomes Asleep *

*#117-Growl *

*Type-Normal *
*Base Power-0 *
*Power Points-40 *
*Accuracy-100% *
*Info-Lowers foe's Attack by one *
*level *

*#118-Growth *

*Type-Normal *
*Base Power-0 *
*Power Points-40 *
*Accuracy-0% *
*Info-Raises Special Attack by *
*one level *

```
*****
*#119-Grudge *
*****
*Type-Ghost *
*Base Power-0 *
*Power Points-5 *
*Accuracy-100% *
*Info-When the user faints, the *
*finishing move used by the foe *
*loses all PP *
*****
```

```
*****
*#120-Guillotine *
*****
*Type-Normal *
*Base Power-0 *
*Power Points-5 *
*Accuracy-30% *
*Info-User is instantly knocked *
*out unless Endure was used *
*****
```

```
*****
*#121-Gust *
*****
*Type-Flying *
*Base Power-40 *
*Power Points-35 *
*Accuracy-100% *
*Info-No special effects *
*****
```

```
*****
*#122-Hail *
*****
*Type-Ice *
*Base Power-0 *
*Power Points-10 *
*Accuracy-0% *
*Info-A hailstorm will damage *
*1/16th of all Pokemon's HP if *
*aren't Ice-types, lasts 5 turns *
*****
```

```
*****
*#123-Harden *
*****
*Type-Normal *
*Base Power-0 *
*Power Points-30 *
*Accuracy-0% *
*Info-Raises Defense one level *
*****
```

```
*****
*#124-Haze *
*****
*Type-Ice *
```

```
*Base Power-0 *
*Power Points-30 *
*Accuracy-0% *
*Info-All stat changes, whether *
*positive or negative, disappear *
*****

*****
*#125-Headbutt *
*****
*Type-Normal *
*Base Power-70 *
*Power Points-15 *
*Accuracy-100% *
*Info-Has a 30% chance of making *
*the foe Flinch *
*****

*****
*#126-Heal Bell *
*****
*Type-Normal *
*Base Power-0 *
*Power Points-5 *
*Accuracy-0% *
*Info-All Pokemon in your party *
*are cured of any status effect *
*****

*****
*#127-Heat Wave *
*****
*Type-Fire *
*Base Power-100 *
*Power Points-10 *
*Accuracy-90% *
*Info-Has a 10% chance of *
*inflicting a Burn *
*****

*****
*#128-Helping Hand *
*****
*Type-Normal *
*Base Power-0 *
*Power Points-20 *
*Accuracy-100% *
*Info-Only works in Double *
*Battles, doubles Attack of *
*user's partner *
*****

*****
*#129-Hi Jump Kick *
*****
*Type-Fighting *
*Base Power-85 *
*Power Points-20 *
*Accuracy-90% *
*Info-If attack misses, 1/8th of *
```


*the damage that would have been *
*given is taken as recoil damage *

*#130-Hidden Power *

*Type-Random *
*Base Power-?? *
*Power Points-15 *
*Accuracy-100% *
*Info-The type and Base Power of *
*this attack depends on the IV's *
*of your Pokemon *

*#131-Horn Attack *

*Type-Normal *
*Base Power-65 *
*Power Points-25 *
*Accuracy-100% *
*Info-No special effects *

*#132-Horn Drill *

*Type-Normal *
*Base Power-0 *
*Power Points-5 *
*Accuracy-30% *
*Info-If attack hits, foe is *
*instantly knocked out unless *
*Endure was used *

*#133-Howl *

*Type-Normal *
*Base Power-0 *
*Power Points-40 *
*Accuracy-0% *
*Info-Attack raises by one level *

*#134-Hydro Cannon *

*Type-Water *
*Base Power-150 *
*Power Points-5 *
*Accuracy-90% *
*Info-User is unable to attack *
*the following turn *

*#135-Hydro Pump *

*Type-Water *
*Base Power-120 *
*Power Points-5 *
*Accuracy-80% *
*Info-No special effects *

*#136-Hyper Beam *

*Type-Normal *
*Base Power-150 *
*Power Points-5 *
*Accuracy-90% *
*Info-User is unable to attack *
*the following turn *

*#137-Hyper Fang *

*Type-Normal *
*Base Power-80 *
*Power Points-15 *
*Accuracy-90% *
*Info-Has a 30% chance of making *
*the foe Flinch *

*#138-Hyper Voice *

*Type-Normal *
*Base Power-90 *
*Power Points-10 *
*Accuracy-100% *
*Info-No special effects *

*#139-Hypnosis *

*Type-Psychic *
*Base Power-0 *
*Power Points-20 *
*Accuracy-60% *
*Info-Makes the foe Asleep *

*#140-Ice Ball *

*Type-Ice *
*Base Power-30 *
*Power Points-20 *
*Accuracy-90% *
*Info-If used consecutively, Base *
*Power increases by 30 for 5 *

```
*turns or until it misses      *
*****

*****
*#141-Ice Beam                  *
*****
*Type-Ice                      *
*Base Power-95                 *
*Power Points-10               *
*Accuracy-100%                 *
*Info-Has a 10% chance of     *
*Freezing the foe             *
*****

*****
*#142-Ice Punch                *
*****
*Type-Ice                      *
*Base Power-75                 *
*Power Points-15               *
*Accuracy-100%                 *
*Info-Has a 10% chance of     *
*Freezing the foe             *
*****

*****
*#143-Icicle Spear            *
*****
*Type-Ice                      *
*Base Power-10                 *
*Power Points-30               *
*Accuracy-100%                 *
*Info-Attacks 2-5 times       *
*****

*****
*#144-Icy Wind                 *
*****
*Type-Ice                      *
*Base Power-55                 *
*Power Points-15               *
*Accuracy-95%                  *
*Info-Has a 30% chance of     *
*lowering the foes Speed      *
*****

*****
*#145-Imprison                *
*****
*Type-Psychic                  *
*Base Power-0                  *
*Power Points-10               *
*Accuracy-100%                 *
*Info-Any moves that the user *
*shares with the foe are unusable*
*by the foe                    *
*****

*****
*#146-Ingrain                  *
```

*Type-Grass *
*Base Power-0 *
*Power Points-20 *
*Accuracy-100% *
Info-User regains 1/2 of maximum
*HP, user cannot switch out *

*#147-Iron Defense *

*Type-Steel *
*Base Power-0 *
*Power Points-15 *
*Accuracy-0% *
*Info-Raises Defense two levels *

*#148-Iron Tail *

*Type-Steel *
*Base Power-100 *
*Power Points-15 *
*Accuracy-75% *
*Info-Has a 10% chance of *
*lowering foes Defense one level *

*#149-Jump Kick *

*Type-Fighting *
*Base Power-70 *
*Power Points-25 *
*Accuracy-95% *
*Info-If attack missed, user *
*takes 1/8th of the damage that *
*would have been delt as recoil *

*#150-Karate Chop *

*Type-Fighting *
*Base Power-50 *
*Power Points-25 *
*Accuracy-100% *
*Info-Attack has a high Critical *
*Hit ratio *

*#151-Kinesis *

*Type-Psychic *
*Base Power-0 *
*Power Points-15 *
*Accuracy-80% *

```
*Info-Lowers accuracy of foe      *
*****

*****
*#152-Knock Off                    *
*****
*Type-Dark                        *
*Base Power-20                    *
*Power Points-20                  *
*Accuracy-100%                    *
*Info-The item the foe is holding*
*is knocked away and can't be    *
*used for the remainder of battle*
*****

*****
*#153-Leaf Blade                   *
*****
*Type-Grass                       *
*Base Power-70                    *
*Power Points-15                  *
*Accuracy-100%                    *
*Info-Attack has a high Critical *
*Hit ratio                         *
*****

*****
*#154-Leech Life                   *
*****
*Type-Bug                         *
*Base Power-20                    *
*Power Points-15                  *
*Accuracy-100%                    *
*Info-Half the damage inflicted  *
*is healed to the user           *
*****

*****
*#155-Leech Seed                   *
*****
*Type-Grass                       *
*Base Power-0                     *
*Power Points-10                  *
*Accuracy-90%                     *
*Info-1/8th of enemy's HP is    *
*sapped every turn and          *
*replenishd for the user        *
*****

*****
*#156-Leer                         *
*****
*Type-Normal                      *
*Base Power-0                     *
*Power Points-30                  *
*Accuracy-100%                    *
*Info-Defense of the foe is     *
*lowered one level              *
*****
```

*#157-Lick *

*Type-Ghost *
*Base Power-20 *
*Power Points-30 *
*Accuracy-100% *
*Info-Has a 30% chance of *
*inflicting Paralysis *

*#158-Light Screen *

*Type-Psychic *
*Base Power-0 *
*Power Points-30 *
*Accuracy-0% *
*Info-Rises Special Defense of *
*the user one level *

*#159-Lock-On *

*Type-Normal *
*Base Power-0 *
*Power Points-5 *
*Accuracy-100% *
Info-The next attack will always
hit, unless a Protecting move is
*used or an attack where foe *
*leaves the battlefield *

*#160-Lovely Kiss *

*Type-Normal *
*Base Power-0 *
*Power Points-10 *
*Accuracy-75% *
*Info-Puts foe to Sleep *

*#161-Low Kick *

*Type-Fighting *
*Base Power-0 *
*Power Points-20 *
*Accuracy-100% *
*Info-Base Power rises the *
*heavier the foe *

*#162-Luster Purge *

*Type-Psychic *

*Base Power-70 *
*Power Points-5 *
*Accuracy-100% *
*Info-Has a 10% chance of *
*lowering Special Defense *

*#163-Mach Punch *

*Type-Fighting *
*Base Power-30 *
*Power Points-40 *
*Accuracy-100% *
*Info-This quick punch always *
*strikes before the foe *

*#164-Magic Coat *

*Type-Psychic *
*Base Power-0 *
*Power Points-15 *
*Accuracy-100% *
*Info-Any stat change attacks *
*are reflected back at foe *

*#165-Magical Leaf *

*Type-Grass *
*Base Power-60 *
*Power Points-20 *
*Accuracy-100% *
Info-This attack will never miss
*the foe unless Protect was used *

*#166-Magnitude *

*Type-Ground *
*Base Power-10-150 *
*Power Points-30 *
*Accuracy-100% *
*Info-Attacks with a random *
Magnitude power, Magnitude 4 has
*Base Power 10, increasing by 20 *
*for each Magnitude until Power *
*10 which the Base Power jumps *
*up to 150 *

*#167-Mean Look *

*Type-Normal *
*Base Power-0 *

*Power Points-5 *
*Accuracy-100% *
*Info-Foe cannot be switched out *

*#168-Meditate *

*Type-Psychic *
*Base Power-0 *
*Power Points-40 *
*Accuracy-0% *
*Info-Attack is raised one level *

*#169-Mega Drain *

*Type-Grass *
*Base Power-40 *
*Power Points-10 *
*Accuracy-100% *
*Info-Half of the damage *
*inflicted is healed by the user *

*#170-Mega Kick *

*Type-Normal *
*Base Power-120 *
*Power Points-5 *
*Accuracy-75% *
*Info-No special effects *

*#171-Mega Punch *

*Type-Normal *
*Base Power-80 *
*Power Points-20 *
*Accuracy-85% *
*Info-No special effects *

*#172-Megahorn *

*Type-Bug *
*Base Power-120 *
*Power Points-10 *
*Accuracy-85% *
*Info-No special effects *

*#173-Memento *

*Type-Dark *

*Base Power-0 *
*Power Points-10 *
*Accuracy-100% *
*Info-The user instantly faints, *
*but the foe's Attack falls by *
*six levels *

*#174-Metal Claw *

*Type-Steel *
*Base Power-50 *
*Power Points-35 *
*Accuracy-95% *
Info-Has a 10% chance of raising
*the user's Attack one level *

*#175-Metal Sound *

*Type-Steel *
*Base Power-0 *
*Power Points-40 *
*Accuracy-85% *
*Info-Lowers the foe's Special *
*Defense by two levels *

*#176-Meteor Mash *

*Type-Steel *
*Base Power-100 *
*Power Points-10 *
*Accuracy-85% *
Info-Has a 10% chance of raising
*the user's Attack by one level *

*#177-Metronome *

*Type-??? *
*Base Power-??? *
*Power Points-10 *
*Accuracy-???% *
*Info-When this attack is used, *
user uses a random attack in the
*game excluding Metronome, *
*Sketch, and Transform, *

*#178-Milk Drink *

*Type-Normal *
*Base Power-0 *
*Power Points-10 *

*Accuracy-0% *
*Info-User restores 1/2 of their *
*maximum HP *

*#179-Mimic *

*Type-Normal *
*Base Power-0 *
*Power Points-10 *
*Accuracy-100% *
Info-This move replaced a random
*move in the foe's moveset for *
*the remainder of the battle *

*#180-Mind Reader *

*Type-Normal *
*Base Power-0 *
*Power Points-5 *
*Accuracy-100% *
Info-The next attack will always
*hit unless foe uses Protect or *
*leaves the battlefield *

*#181-Minimize *

*Type-Normal *
*Base Power-0 *
*Power Points-20 *
*Accuracy-0% *
*Info-Raises user's evasion *

*#182-Mirror Coat *

*Type-Psychic *
*Base Power-0 *
*Power Points-20 *
*Accuracy-100% *
*Info-When this attack is used, *
*and user goes second, if foe *
*damages you with a Special *
*Attack then damage delt is *
*double damage recieved *

*#183-Mirror Move *

*Type-Flying *
*Base Power-0 *
*Power Points-20 *
*Accuracy-0% *

*Info-The user uses the attack *
*the foe previously used *

*#184-Mist *

*Type-Ice *
*Base Power-0 *
*Power Points-30 *
*Accuracy-0% *
Info-All stat changes are reset,
*stat changing effects won't *
*occur until Mist subsides *

*#185-Mist Ball *

*Type-Psychic *
*Base Power-70 *
*Power Points-5 *
*Accuracy-100% *
*Info-Attack has a 10% chance of *
*lowering foe's Special Attack *
*by one level *

*#186-Moonlight *

*Type-Normal *
*Base Power-0 *
*Power Points-5 *
*Accuracy-0% *
Info-User recovers half of their
*maximum HP *

*#187-Morning Sun *

*Type-Normal *
*Base Power-0 *
*Power Points-5 *
*Accuracy-0% *
*Info-All HP restored if Sunny *
Day is active, 1/2 if no weather
*is present, and 1/4 if Hail, *
*Sandstorm, or Rain is present *

*#188-Mud Shot *

*Type-Ground *
*Base Power-55 *
*Power Points-15 *
*Accuracy-95% *
*Info-Lowers foe's Speed one *

*level *

*#189-Mud Sport *

*Type-Ground *

*Base Power-0 *

*Power Points-15 *

*Accuracy-100% *

*Info-Electric attacks do half *

*of normal damage *

*#190-Muddy Water *

*Type-Water *

*Base Power-95 *

*Power Points-10 *

*Accuracy-85% *

*Info-Has a 30% chance of *

*lowering the foe's Accuracy *

*#191-Mud-Slap *

*Type-Ground *

*Base Power-20 *

*Power Points-10 *

*Accuracy-100% *

*Info-Accuracy of foe is lowered *

*by one level *

*#192-Nature Power *

*Type-Normal *

*Base Power-0 *

*Power Points-20 *

*Accuracy-95% *

*Info-The Base Power and special *

*effects differ on the location *

*the battlefield is on *

*#193-Needle Arm *

*Type-Grass *

*Base Power-60 *

*Power Points-15 *

*Accuracy-100% *

*Info-Has a 30% of causing the *

*foe to Flinch *

```
*#194-Night Shade *
*****
*Type-Ghost *
*Base Power-0 *
*Power Points-15 *
*Accuracy-100% *
*Info-This attack's damage is *
*equal to the level of the user *
*****
```

```
*****
*#195-Nightmare *
*****
*Type-Ghost *
*Base Power-0 *
*Power Points-15 *
*Accuracy-100% *
*Info-Sleeping Pokemon lose 1/4th*
*of their HP every turn *
*****
```

```
*****
*#196-Octazooka *
*****
*Type-Water *
*Base Power-65 *
*Power Points-10 *
*Accuracy-85% *
*Info-Attack lowers accuracy of *
*the foe *
*****
```

```
*****
*#197-Odor Sleuth *
*****
*Type-Normal *
*Base Power-0 *
*Power Points-40 *
*Accuracy-100% *
*Info-Lowers foes evasiveness by *
*one level *
*****
```

```
*****
*#198-Outrage *
*****
*Type-Dragon *
*Base Power-90 *
*Power Points-15 *
*Accuracy-100% *
*Info-Attacks for 2-3 turns, but *
*user becomes confused once *
*attack finishes *
*****
```

```
*****
*#199-Overheat *
*****
*Type-Fire *
*Base Power-140 *
```

```
*Power Points-5 *
*Accuracy-90% *
*Info-Special Attack lowers two *
*levels for user after attacking *
*****

*****
*#200-Pain Split *
*****
*Type-Normal *
*Base Power-0 *
*Power Points-20 *
*Accuracy-100% *
*Info-HP of all Pokemon on the *
*field is lowered/raised to be *
*dead even *
*****

*****
*#201-Pay Day *
*****
*Type-Normal *
*Base Power-40 *
*Power Points-20 *
*Accuracy-100% *
*Info-1/5th of the damage done is*
*amount of money picked up after *
*battle *
*****

*****
*#202-Peck *
*****
*Type-Flying *
*Base Power-35 *
*Power Points-35 *
*Accuracy-100% *
*Info-No special effects *
*****

*****
*#203-Perish Song *
*****
*Type-Normal *
*Base Power-0 *
*Power Points-5 *
*Accuracy-0% *
*Info-All Pokemon will faint *
*instantly in three turns *
*****

*****
*#204-Petal Dance *
*****
*Type-Grass *
*Base Power-70 *
*Power Points-20 *
*Accuracy-100% *
*Info-Attacks for 2-3 turns, but *
*user becomes Confused afterwards*
```

*#205-Pin Missile *

*Type-Bug *
*Base Power-14 *
*Power Points-20 *
*Accuracy-85% *
*Info-Attacks 2-5 times *

*#206-Poison Fang *

*Type-Poison *
*Base Power-50 *
*Power Points-15 *
*Accuracy-100% *
*Info-Has a 30% chance of *
*inflciting foe under Toxic- *
*Poisoned status *

*#207-Poison Gas *

*Type-Poison *
*Base Power-0 *
*Power Points-40 *
*Accuracy-55% *
*Info-Poisons foe *

*#208-Poison Sting *

*Type-Poison *
*Base Power-15 *
*Power Points-35 *
*Accuracy-100% *
*Info-Has a 30% chance of *
*Poisoning the foe *

*#209-Poison Tail *

*Type-Poison *
*Base Power-50 *
*Power Points-25 *
*Accuracy-100% *
*Info-Attack has a high Critical *
*Hit ratio, has a 30% chance of *
*inflicting Poison *

*#210-Poisonpowder *

```

*Type-Poison                                     *
*Base Power-0                                   *
*Power Points-35                                *
*Accuracy-75%                                   *
*Info-Inflicts Poison                           *
*****

*****

*#211-Pound                                     *
*****

*Type-Normal                                     *
*Base Power-40                                   *
*Power Points-35                                *
*Accuracy-100%                                  *
*Info-No special effects                       *
*****

*****

*#212-Powder Snow                              *
*****

*Type-Ice                                       *
*Base Power-40                                   *
*Power Points-25                                *
*Accuracy-100%                                  *
*Info-Has a 10% chance of                     *
*inflicting Freezing                           *
*****

*****

*#213-Present                                  *
*****

*Type-Normal                                     *
*Base Power-0                                   *
*Power Points-15                                *
*Accuracy-90%                                   *
*Info-Attack deals 30, 60, or 120*           *
*damage or restores 60 HP to foe *           *
*****

*****

*#214-Protect                                  *
*****

*Type-Normal                                     *
*Base Power-0                                   *
*Power Points-10                                *
*Accuracy-0%                                    *
*Info-User cannot be hurt under              *
*any circumstance, accuracy                   *
*decreases if used in succession *           *
*****

*****

*#215-Psybeam                                  *
*****

*Type-Psychic                                   *
*Base Power-65                                   *
*Power Points-20                                *
*Accuracy-100%                                  *
*Info-Has a 10% chance of                     *
*Confusing the foe                             *

```

*#216-Psych Up *

*Type-Normal *
*Base Power-0 *
*Power Points-10 *
*Accuracy-0% *
Info-All stat changes on the foe
*are copied to the user *

*#217-Psychic *

*Type-Psychic *
*Base Power-90 *
*Power Points-10 *
*Accuracy-100% *
*Info-Has a 10% chance of *
*lowering foe's Special Defense *

*#218-Psycho Boost *

*Type-Psychic *
*Base Power-140 *
*Power Points-5 *
*Accuracy-90% *
*Info-After using this attack, *
*user's Special Defense lowers *
*two levels *

*#219-Psywave *

*Type-Psychic *
*Base Power-0 *
*Power Points-15 *
*Accuracy-80% *
*Info-Damage delt is X1.5 the *
*user's level *

*#220-Pursuit *

*Type-Dark *
*Base Power-40 *
*Power Points-20 *
*Accuracy-100% *
*Info-If foe was about to switch *
*out, this attack will always *
*strike first and Base Power *
*becomes 80 *

*#221-Quick Attack *

*Type-Normal *
*Base Power-40 *
*Power Points-30 *
*Accuracy-100% *
*Info-This attack will always *
*strike first *

*#222-Rage *

*Type-Normal *
*Base Power-20 *
*Power Points-20 *
*Accuracy-100% *
Info-Attack stat rises one level
*each time the user is damaged *

*#223-Rain Dance *

*Type-Water *
*Base Power-0 *
*Power Points-5 *
*Accuracy-0% *
*Info-Rainy weather appears for *
*five turns, all Electric-type *
*attacks will never miss *

*#224-Rapid Spin *

*Type-Normal *
*Base Power-20 *
*Power Points-40 *
*Accuracy-100% *
Info-Attacks that leech onto the
*user like Leech Seed and Wrap *
*end instantly, and all layers *
*of Spikes are blown away *

*#225-Razor Leaf *

*Type-Grass *
*Base Power-55 *
*Power Points-25 *
*Accuracy-95% *
*Info-Has a high Critical Hit *
*ratio *

*#226-Razor Wind *

*Type-Normal *
*Base Power-80 *
*Power Points-10 *
*Accuracy-100% *
*Info-User builds power on 1st *
*turn and strike on 2nd *

*#227-Recover *

*Type-Normal *
*Base Power-0 *
*Power Points-20 *
*Accuracy-0% *
*Info-User recovers 1/2 of their *
*maximum HP *

*#228-Recycle *

*Type-Normal *
*Base Power-0 *
*Power Points-10 *
*Accuracy-100% *
*Info-A hold item already used *
by the user gets revived and can
*be used again *

*#229-Reflect *

*Type-Psychic *
*Base Power-0 *
*Power Points-20 *
*Accuracy-0% *
*Info-Increases Defense by one *
*level *

*#230-Refresh *

*Type-Normal *
*Base Power-0 *
*Power Points-20 *
*Accuracy-100% *
Info-Cures user of Burn, Poison,
*or Paralysis *

*#231-Rest *

*Type-Psychic *
*Base Power-0 *
*Power Points-10 *

```
*Accuracy-0% *
*Info-User goes to sleep for two *
*turns, recovering all HP and *
*removing any status condition *
*****

*****
*#232-Return *
*****
*Type-Normal *
*Base Power-??? *
*Power Points-20 *
*Accuracy-100% *
*Info-Base Power is determines by*
*the friendship level between the*
*user and its trainer, has a *
*maximum Base Power of 70 *
*****

*****
*#233-Revenge *
*****
*Type-Fighting *
*Base Power-60 *
*Power Points-10 *
*Accuracy-100% *
*Info-Base Power increases by 20 *
*when user is hurt by foe *
*****

*****
*#234-Reversal *
*****
*Type-Fighting *
*Base Power-0 *
*Power Points-15 *
*Accuracy-100% *
*Info-Base Power rises by 10 for *
*each 1/8th of HP user does not *
*have *
*****

*****
*#235-Roar *
*****
*Type-Normal *
*Base Power-0 *
*Power Points-20 *
*Accuracy-100% *
*Info-The foe is forced out of *
*battle and a random Pokemon from*
*the trainer's party is brought *
*out in its place *
*****

*****
*#236-Rock Blast *
*****
*Type-Rock *
*Base Power-25 *
```

*Power Points-10 *
*Accuracy-80% *
*Info-Attacks 2-5 times *

*#237-Rock Slide *

*Type-Rock *
*Base Power-75 *
*Power Points-10 *
*Accuracy-90% *
*Info-Foe has a 30% chance of *
*Flinching *

*#238-Rock Smash *

*Type-Fighting *
*Base Power-20 *
*Power Points-15 *
*Accuracy-100% *
*Info-Has a 10% chance of *
*lowering foe's Defense *

*#239-Rock Throw *

*Type-Rock *
*Base Power-50 *
*Power Points-15 *
*Accuracy-90% *
*Info-No special effects *

*#240-Rock Tomb *

*Type-Rock *
*Base Power-50 *
*Power Points-10 *
*Accuracy-80% *
*Info-Lowers foe's Speed *

*#241-Role Play *

*Type-Psychic *
*Base Power-0 *
*Power Points-10 *
*Accuracy-100% *
*Info-Copies the foe's Trait *

*#242-Rolling Kick *

```

*Type-Fighting          *
*Base Power-60          *
*Power Points-15        *
*Accuracy-85%           *
*Info-No special effects *
*****

*****

*#243-Rollout           *
*****

*Type-Rock              *
*Base Power-30          *
*Power Points-20        *
*Accuracy-90%           *
*Info-Base Power increases by 30 *
*for each successive hit, for *
*five turns and resets if attack *
*misses                  *
*****

*****

*#244-Sacred Fire      *
*****

*Type-Fire              *
*Base Power-100         *
*Power Points-5         *
*Accuracy-95%           *
*Info-Has a 50% chance of *
*inflicting a Burn      *
*****

*****

*#245-Safeguard        *
*****

*Type-Normal            *
*Base Power-0           *
*Power Points-25        *
*Accuracy-0%            *
*Info-No status effects can *
*be inflicted on user for five *
*turns                   *
*****

*****

*#246-Sand Tomb        *
*****

*Type-Ground            *
*Base Power-15          *
*Power Points-15        *
*Accuracy-70%           *
*Info-Hurts the foe for 2-5 *
*turns                   *
*****

*****

*#247-Sand-Attack      *
*****

*Type-Normal            *
*Base Power-0           *
*Power Points-15        *

```

```
*Accuracy-100% *
*Info-Lowers foe's accuracy *
*****

*****
*#248-Sandstorm *
*****
*Type-Rock *
*Base Power-0 *
*Power Points-10 *
*Accuracy-0% *
*Info-Creates a Sandstorm that *
*harms all non Rock, Ground, or *
*Steel-type Pokemon *
*****

*****
*#249-Scary Face *
*****
*Type-Normal *
*Base Power-0 *
*Power Points-10 *
*Accuracy-90% *
*Info-Lowers foe's Speed by two *
*levels *
*****

*****
*#250-Scratch *
*****
*Type-Normal *
*Base Power-40 *
*Power Points-35 *
*Accuracy-100% *
*Info-No special effects *
*****

*****
*#251-Screech *
*****
*Type-Normal *
*Base Power-0 *
*Power Points-40 *
*Accuracy-85% *
*Info-Lowers the foe's Defense *
*by two levels *
*****

*****
*#252-Secret Power *
*****
*Type-Normal *
*Base Power-70 *
*Power Points-20 *
*Accuracy-100% *
*Info-The location of the *
*battlefield determines what type*
*of attack is used and special *
*effects that may occur *
*****
```

```
*****
*#253-Seismic Toss *
*****
*Type-Fighting *
*Base Power-0 *
*Power Points-20 *
*Accuracy-100% *
*Info-Damage dealt is equal to *
*the level of the user *
*****
```

```
*****
*#254-Selfdestruct *
*****
*Type-Normal *
*Base Power-200 *
*Power Points-5 *
*Accuracy-100% *
*Info-Once used, the user of the *
*attack faints *
*****
```

```
*****
*#255-Shadow Ball *
*****
*Type-Ghost *
*Base Power-80 *
*Power Points-15 *
*Accuracy-100% *
*Info-Has a 10% chance of *
*lowering the foe's Special *
*Defense *
*****
```

```
*****
*#256-Sharpen *
*****
*Type-Normal *
*Base Power-0 *
*Power Points-30 *
*Accuracy-0% *
*Info-Raises Attack one level *
*****
```

```
*****
*#257-Sheer Cold *
*****
*Type-Ice *
*Base Power-0 *
*Power Points-5 *
*Accuracy-30% *
*Info-If attack hits, user *
*instantly faints unless Endure *
*was used *
*****
```

```
*****
*#258-Shock Wave *
*****
```


*Type-Electric *
*Base Power-60 *
*Power Points-20 *
*Accuracy-0% *
Info-This attack will never miss
*unless Protect was used or foe *
*has left the battlefield *

*#259-Signal Beam *

*Type-Bug *
*Base Power-75 *
*Power Points-15 *
*Accuracy-100% *
*Info-Has a 30% chance of *
*Confusing the foe *

*#260-Silver Wind *

*Type-Bug *
*Base Power-60 *
*Power Points-5 *
*Accuracy-100% *
Info-Has a 10% chance of raising
*all of user's stats one level *

*#261-Sing *

*Type-Normal *
*Base Power-0 *
*Power Points-15 *
*Accuracy-55% *
*Info-Foe is put Asleep *

*#262-Sketch *

*Type-Normal *
*Base Power-0 *
*Power Points-1 *
*Accuracy-0% *
*Info-The last move used by the *
*foe is copied in place of this *
*attack, effect is permanent *

*#263-Skill Swap *

*Type-Psychic *
*Base Power-0 *
*Power Points-10 *
*Accuracy-100% *

Info-The Ability of the user and
*foe are switched *

*#264-Skull Bash *

*Type-Normal *
*Base Power-100 *
*Power Points-15 *
*Accuracy-100% *
*Info-Stores power first turn, *
*strikes second turn *

*#265-Sky Attack *

*Type-Flying *
*Base Power-140 *
*Power Points-5 *
*Accuracy-90% *
*Info-Stores power first turn, *
*strikes second turn *

*#266-Sky Uppercut *

*Type-Fighting *
*Base Power-75 *
*Power Points-15 *
*Accuracy-90% *
*Info-Attacks Pokemon even if *
*they are using Fly *

*#267-Slack Off *

*Type-Normal *
*Base Power-0 *
*Power Points-10 *
*Accuracy-100% *
*Info-Restores 1/2 of maximum HP *

*#268-Slam *

*Type-Normal *
*Base Power-80 *
*Power Points-20 *
*Accuracy-75% *
*Info-No special effects *

*#269-Slash *

*Type-Normal *
*Base Power-70 *
*Power Points-20 *
*Accuracy-100% *
*Info-Attack has a high Critical *
*Hit ratio *

*#270-Sleep Powder *

*Type-Grass *
*Base Power-0 *
*Power Points-15 *
*Accuracy-75% *
*Info-Puts foe to Sleep *

*#271-Sleep Talk *

*Type-Normal *
*Base Power-0 *
*Power Points-10 *
*Accuracy-0% *
Info-A random move of the user's
moveset, other than this attack,
*will be used if Sleeping *

*#272-Sludge *

*Type-Poison *
*Base Power-65 *
*Power Points-20 *
*Accuracy-100% *
*Info-Has a 30% chance of *
*Poisoning the foe *

*#273-Sludge Bomb *

*Type-Poison *
*Base Power-90 *
*Power Points-10 *
*Accuracy-100% *
*Info-Has a 30% chance of *
*Poisoning the foe *

*#274-Smellingsalt *

*Type-Normal *
*Base Power-60 *
*Power Points-10 *
*Accuracy-100% *
*Info-Does double damage if foe *

*is Paralyzed, but foe recovers *
*from Paralysis after this move *
*is used *

*#275-Smog *

*Type-Poison *
*Base Power-20 *
*Power Points-20 *
*Accuracy-70% *
*Info-Has a 30% chance of *
*Poisoning the foe *

*#276-Smokescreen *

*Type-Normal *
*Base Power-0 *
*Power Points-20 *
*Accuracy-100% *
*Info-Lowers foe's accuracy *

*#277-Snatch *

*Type-Dark *
*Base Power-0 *
*Power Points-10 *
*Accuracy-100% *
*Info-Any positive effects the *
*next attack used by the foe has *
*are stolen and applied to the *
*user of this attack *

*#278-Snore *

*Type-Normal *
*Base Power-40 *
*Power Points-15 *
*Accuracy-100% *
*Info-Only works while Sleeping *

*#279-Softboiled *

*Type-Normal *
*Base Power-0 *
*Power Points-10 *
*Accuracy-100% *
*Info-Restores 1/2 the maximum *
*user's HP *

*#280-Solarbeam *

*Type-Grass *
*Base Power-120 *
*Power Points-10 *
*Accuracy-100% *
*Info-Gathers power first turn, *
*strikes second turn *

*#281-Sonicboom *

*Type-Normal *
*Base Power-0 *
*Power Points-20 *
*Accuracy-90% *
*Info-This attack will always do *
*20 HP damage, no matter the *
*circumstance *

*#282-Spark *

*Type-Electric *
*Base Power-65 *
*Power Points-20 *
*Accuracy-100% *
*Info-Has a 30% chance of *
*Paralyzing the foe *

*#283-Spider Web *

*Type-Bug *
*Base Power-0 *
*Power Points-10 *
*Accuracy-100% *
*Info-The foe cannot flee or *
*switch out of battle *

*#284-Spike Cannon *

*Type-Normal *
*Base Power-20 *
*Power Points-15 *
*Accuracy-100% *
*Info-Attacks 2-5 times *

*#285-Spikes *

*Type-Ground *
*Base Power-0 *

*Power Points-20 *
*Accuracy-100% *
Info-Sets a layer of spikes that
*will deal 1/16th of total HP *
*damage to the foe that appears *
*if a switch out is made, can be *
*stacked three times, dealing a *
*max of 3/16ths HP damage *

*#286-Spit Up *

*Type-Normal *
*Base Power-0 *
*Power Points-10 *
*Accuracy-100% *
*Info-Releases all Stockpiled *
*energy, Base Power increases by *
*25 for each level of Stockpile *

*#287-Spite *

*Type-Ghost *
*Base Power-0 *
*Power Points-10 *
*Accuracy-100% *
*Info-Last move used by the foe *
*has its PP reduced 2-5 points *

*#288-Splash *

*Type-Normal *
*Base Power-0 *
*Power Points-40 *
*Accuracy-0% *
*Info-Does absolutely nothing *

*#289-Spore *

*Type-Grass *
*Base Power-0 *
*Power Points-15 *
*Accuracy-100% *
*Info-Puts foe to Sleep *

*#290-Steel Wing *

*Type-Steel *
*Base Power-70 *
*Power Points-25 *
*Accuracy-90% *

```
*Info-No special effects      *
*****

*****
*#291-Stockpile              *
*****
*Type-Normal                 *
*Base Power-0                *
*Power Points-10             *
*Accuracy-100%               *
*Info-Stores power up to a   *
*maximum of three times      *
*****

*****
*#292-Stomp                  *
*****
*Type-Normal                 *
*Base Power-65               *
*Power Points-20             *
*Accuracy-100%               *
*Info-Has a 30% chance of causing*
*the foe to Flinch          *
*****

*****
*#293-Strength              *
*****
*Type-Normal                 *
*Base Power-80               *
*Power Points-15             *
*Accuracy-100%               *
*Info-No special effects     *
*****

*****
*#294-String Shot           *
*****
*Type-Bug                    *
*Base Power-0                *
*Power Points-40             *
*Accuracy-95%                *
*Info-Lowers foe's Speed    *
*****

*****
*#295-Struggle              *
*****
*Type-???                    *
*Base Power-???              *
*Power Points-???            *
*Accuracy-100%               *
*Info-This attack is used if PP *
*of all other attacks is gone, *
*user takes 1/4th recoil damage *
*****

*****
*#296-Stun Spore            *
*****
```

```
*Type-Grass *
*Base Power-0 *
*Power Points-30 *
*Accuracy-75% *
*Info-Paralyzes the foe *
*****
```

```
*****
*#297-Submission *
*****
*Type-Fighting *
*Base Power-80 *
*Power Points-25 *
*Accuracy-80% *
*Info-User takes 1/8th recoil *
*damage *
*****
```

```
*****
*#298-Substitute *
*****
*Type-Normal *
*Base Power-0 *
*Power Points-10 *
*Accuracy-0% *
*Info-A fake Pokemon is replaced *
*by the user who sacrifices 1/4th*
*of their HP, decoy eventually *
*breaks at no damage to user's *
*HP bar, decoy can use all *
*attack's user has at normal *
*power *
*****
```

```
*****
*#299-Sunny Day *
*****
*Type-Fire *
*Base Power-0 *
*Power Points-5 *
*Accuracy-0% *
*Info-Sets weather to Sunny foe *
*five turns *
*****
```

```
*****
*#300-Super Fang *
*****
*Type-Normal *
*Base Power-0 *
*Power Points-10 *
*Accuracy-90% *
*Info-The foe's HP is cut in half*
*****
```

```
*****
*#301-Superpower *
*****
*Type-Fighting *
*Base Power-120 *
```



```
*Power Points-5 *
*Accuracy-100% *
*Info-Attack and Defense drop one*
*level *
*****

*****
*#302-Supersonic *
*****
*Type-Normal *
*Base Power-0 *
*Power Points-20 *
*Accuracy-55% *
*Info-Confuses the foe *
*****

*****
*#303-Surf *
*****
*Type-Water *
*Base Power-95 *
*Power Points-15 *
*Accuracy-100% *
*Info-No special effects *
*****

*****
*#304-Swagger *
*****
*Type-Normal *
*Base Power-0 *
*Power Points-15 *
*Accuracy-90% *
*Info-Rises Attack of foe two *
*levels, but also Confuses them *
*****

*****
*#305-Swallow *
*****
*Type-Normal *
*Base Power-0 *
*Power Points-10 *
*Accuracy-0% *
*Info-1/4th HP is replenished for*
*each level of Stockpile the foe *
*currently has *
*****

*****
*#306-Sweet Kiss *
*****
*Type-Normal *
*Base Power-0 *
*Power Points-10 *
*Accuracy-75% *
*Info-Confuses the foe *
*****

*****
```

```
*#307-Sweet Scent *
*****
*Type-Normal *
*Base Power-0 *
*Power Points-20 *
*Accuracy-100% *
*Info-Reduces foe's evasiveness *
*****
```

```
*****
*#308-Swift *
*****
*Type-Normal *
*Base Power-60 *
*Power Points-20 *
*Accuracy-0% *
*Info-This attack will never miss*
*****
```

```
*****
*#309-Swords Dance *
*****
*Type-Normal *
*Base Power-0 *
*Power Points-30 *
*Accuracy-0% *
*Info-Raises user's Critical Hit *
*ratio *
*****
```

```
*****
*#310-Synthesis *
*****
*Type-Grass *
*Base Power-0 *
*Power Points-5 *
*Accuracy-0% *
*Info-Restores HP varying on the *
*weather; Sunny restores all HP, *
*rain 1/4th, all other weather *
*restores 1/2 HP *
*****
```

```
*****
*#311-Tackle *
*****
*Type-Normal *
*Base Power-35 *
*Power Points-35 *
*Accuracy-95% *
*Info-No special effects *
*****
```

```
*****
*#312-Tail Glow *
*****
*Type-Bug *
*Base Power-0 *
*Power Points-20 *
*Accuracy-100% *
```

```
*Info-Raises user's Special      *
*Attack two levels                *
*****

*****

*#313-Tail Whip                  *
*****

*Type-Normal                     *
*Base Power-0                    *
*Power Points-30                 *
*Accuracy-100%                  *
*Info-Lowers foe's Defense one  *
*level                           *
*****

*****

*#314-Take Down                  *
*****

*Type-Normal                     *
*Base Power-90                   *
*Power Points-20                 *
*Accuracy-85%                   *
*Info-User takes 1/8th of the   *
*damage dealt as recoil         *
*****

*****

*#315-Taunt                      *
*****

*Type-Dark                       *
*Base Power-0                    *
*Power Points-20                 *
*Accuracy-100%                  *
*Info-Foe must use only moves   *
*that directly damages the user *
*****

*****

*#316-Teeter Dance              *
*****

*Type-Normal                     *
*Base Power-0                    *
*Power Points-20                 *
*Accuracy-100%                  *
*Info-All Pokemon on the       *
*battlefield become Confused    *
*****

*****

*#317-Teleport                   *
*****

*Type-Psychic                    *
*Base Power-0                    *
*Power Points-20                 *
*Accuracy-0%                    *
*Info-User flees from the battle *
*instantly, fails to work in   *
*trainer battles                *
*****
```

```
*****
*#318-Thief *
*****
*Type-Dark *
*Base Power-40 *
*Power Points-10 *
*Accuracy-100% *
*Info-Steals the foe's item only *
*if user isn't holding an item *
*(item is returned to foe in a *
*trainer battle once it's over *
*****
```

```
*****
*#319-Thrash *
*****
*Type-Normal *
*Base Power-90 *
*Power Points-20 *
*Accuracy-100% *
*Info-Atacks for 2-3 turns, user *
*is Confused afterwards *
*****
```

```
*****
*#320-Thunder *
*****
*Type-Electric *
*Base Power-120 *
*Power Points-10 *
*Accuracy-70% *
*Info-Has a 30% chance of *
*inflicting Paralysis *
*****
```

```
*****
*#321-Thunder Wave *
*****
*Type-Electric *
*Base Power-0 *
*Power Points-20 *
*Accuracy-100% *
*Info-Paralyzes the foe *
*****
```

```
*****
*#322-Thunderbolt *
*****
*Type-Electric *
*Base Power-95 *
*Power Points-15 *
*Accuracy-100% *
*Info-Has a 10% chance of *
*Paralyzing the foe *
*****
```

```
*****
*#323-Thunderpunch *
*****
*Type-Electric *
```

*Base Power-75 *
*Power Points-15 *
*Accuracy-100% *
*Info-Has a 10% chance of *
*Paralyzing the foe *

*#324-Thundershock *

*Type-Electric *
*Base Power-40 *
*Power Points-30 *
*Accuracy-100% *
*Info-Has a 10% chance of *
*Paralyzing the foe *

*#325-Tickle *

*Type-Normal *
*Base Power-0 *
*Power Points-20 *
*Accuracy-100% *
*Info-Lowers foe's Attack and *
*Defense one level *

*#326-Torment *

*Type-Dark *
*Base Power-0 *
*Power Points-15 *
*Accuracy-100% *
*Info-Foe cannot use the same *
*move twice in a row *

*#327-Toxic *

*Type-Poison *
*Base Power-0 *
*Power Points-10 *
*Accuracy-85% *
*Info-Severely poisons the foe *

*#328-Transform *

*Type-Normal *
*Base Power-0 *
*Power Points-10 *
*Accuracy-100% *
*Info-User becomes a copy of the *
*foe, including their types and *
all of their attacks having 5 PP

*at your disposal *

*#329-Tri Attack *

*Type-Normal *

*Base Power-80 *

*Power Points-10 *

*Accuracy-100% *

*Info-Has a 30% chance of *

*randomly inflicting Paralysis, *

*Burn, or Freeze on the foe *

*#330-Trick *

*Type-Psychic *

*Base Power-0 *

*Power Points-10 *

*Accuracy-100% *

*Info-Foe and user trade held *

*items, in trainer battles items *

*are reset to what they *

*originally were once the battle *

*is over *

*#331-Triple Kick *

*Type-Fighting *

*Base Power-10 *

*Power Points-10 *

*Accuracy-90% *

*Info-Attacks foe three times, *

*Base Power doubles each time *

*#332-Twineedle *

*Type-Bug *

*Base Power-25 *

*Power Points-20 *

*Accuracy-100% *

*Info-Attacks foe twice *

*#333-Twister *

*Type-Dragon *

*Base Power-40 *

*Power Points-20 *

*Accuracy-100% *

*Info-Base Power is doubled if *

*foe is using Fly *

```
*****
*#334-Uproar                               *
*****
*Type-Normal                               *
*Base Power-50                             *
*Power Points-10                           *
*Accuracy-100%                             *
*Info-Hurts foe for 2-5 turns,            *
*user cannot fall Asleep                   *
*****
```

```
*****
*#335-Vice Grip                             *
*****
*Type-Normal                               *
*Base Power-55                             *
*Power Points-30                           *
*Accuracy-100%                             *
*Info-No special effects                   *
*****
```

```
*****
*#336-Vine Whip                             *
*****
*Type-Grass                               *
*Base Power-35                             *
*Power Points-10                           *
*Accuracy-100%                             *
*Info-No special effects                   *
*****
```

```
*****
*#337-Vital Throw                           *
*****
*Type-Fighting                             *
*Base Power-70                             *
*Power Points-10                           *
*Accuracy-100%                             *
*Info-User attacks after foe, but*
*will never miss                           *
*****
```

```
*****
*#338-Volt Tackle                           *
*****
*Type-Electric                             *
*Base Power-120                             *
*Power Points-15                           *
*Accuracy-100%                             *
*Info-1/8th of the damage done is*
*taken by the user as recoil               *
*****
```

```
*****
*#339-Water Gun                             *
*****
*Type-Water                               *
*Base Power-40                             *
*Power Points-25                           *
```

```
*Accuracy-100% *
*Info-No special effects *
*****

*****
*#340-Water Pulse *
*****
*Type-Water *
*Base Power-60 *
*Power Points-20 *
*Accuracy-100% *
*Info-Has a 30% chance of *
*Confusing the foe *
*****

*****
*#341-Water Sport *
*****
*Type-Water *
*Base Power-0 *
*Power Points-15 *
*Accuracy-100% *
*Info-The Base Power of all Fire-*
*type attacks is halved *
*****

*****
*#342-Water Spout *
*****
*Type-Water *
*Base Power-150 *
*Power Points-5 *
*Accuracy-100% *
*Info-Base Power decreases by 10 *
*for each 1/16th of your HP that *
*is missing *
*****

*****
*#343-Waterfall *
*****
*Type-Water *
*Base Power-80 *
*Power Points-15 *
*Accuracy-100% *
*Info-No special effects *
*****

*****
*#344-Weather Ball *
*****
*Type-Normal *
*Base Power-50 *
*Power Points-10 *
*Accuracy-100% *
*Info-Base Power of this attack *
*and special effects change *
*depending on the weather *
*****
```



```
*****
*#345-Whirlpool *
*****
*Type-Water *
*Base Power-15 *
*Power Points-15 *
*Accuracy-70% *
*Info-Harms foe for 2-5 turns, *
*foe can't switch out or escape *
*battle during that time *
*****
```

```
*****
*#346-Whirlwind *
*****
*Type-Normal *
*Base Power-0 *
*Power Points-20 *
*Accuracy-100% *
*Info-Forces foe to leave the *
*battlefield and another Pokemon *
*of the enemy party to be *
*randomly brought out *
*****
```

```
*****
*#347-Will-O-Wisp *
*****
*Type-Fire *
*Base Power-15 *
*Power Points-0 *
*Accuracy-75% *
*Info-Inflicts a Burn on the foe *
*****
```

```
*****
*#348-Wing Attack *
*****
*Type-Flying *
*Base Power-60 *
*Power Points-35 *
*Accuracy-100% *
*Info-No special effects *
*****
```

```
*****
*#349-Wish *
*****
*Type-Normal *
*Base Power-0 *
*Power Points-10 *
*Accuracy-100% *
*Info-The turn after Wish is used*
*the user will be healed 1/2 of *
*their maximum HP *
*****
```

```
*****
*#350-Withdraw *
*****
```

```

*Type-Water *
*Base Power-0 *
*Power Points-40 *
*Accuracy-0% *
*Info-Raises user's Defense by *
*one level *
*****

```

```

*****
*#351-Wrap *
*****
*Type-Normal *
*Base Power-15 *
*Power Points-20 *
*Accuracy-85% *
*Info-Traps the foe for 2-5 turns*
*and harms them inbetween turns *
*****

```

```

*****
*#352-Yawn *
*****
*Type-Normal *
*Base Power-0 *
*Power Points-10 *
*Accuracy-100% *
*Info-Foe will fall Asleep the *
*turn after this attack is used *
*****

```

```

*****
*#353-Zap Cannon *
*****
*Type-Electric *
*Base Power-100 *
*Power Points-5 *
*Accuracy-50% *
*Info-Always inflicts Paralysis *
*****

```

```

=====
~XVII.Fame Checker~
=====

```

The finale of this walkthrough describes the one lonely item in your pack that probably won't get too much use, the Fame Checker. This little gizmo will highlight information on characters you have talked to throughout the journey. Here's a list of all the characters and the places you obtain their six tidbits of information.

Note:Once you have all six bits of info, push start when highlighting that person to read a special bit of info aimed towards you from the person!

- ```

Professor Oak *
***** *
*1.Signboard outside Oak's laboratory *
*2.Talk to Oak's assistant in Oak's laboratory *
*3.Talk to Oak in Oak's laboratory *
*4.Check the bookshelf in the Pokemon School House *
*5.Talk to Agatha in Indigo Plateau *

```

\*6.Talk to Oak's Assitant after beating Elite 4 \*

\*\*\*\*\*

\*\*\*\*\*

\*Daisy\* \*

\*\*\*\*\* \*

\*1.Talk to Oak's assistant after beating Elite 4 \*

\*2.Talk to woman standing next to Fan Club president\*

\*3.Show the guy that handed you the Egg the Togepi \*

\*that hatched from it \*

\*4.Check the bookshelf in the Pokemon School House \*

\*5.Talk to the Old Lady in the Celedon Mansion \*

\*6.Check the bookshelf in the Island 4 Pokemon Center\*

\*\*\*\*\*

\*\*\*\*\*

\*Brock\* \*

\*\*\*\*\* \*

\*1.Gym Sign next to Pewter City Gym \*

\*2.Talk to Brock \*

\*3.Talk to the guy infront of Pewter Pokemon Center \*

\*4.Talk to boy infront of Mt. Moon Pokemon Center \*

\*5.Talk to man inside Mt. Moon first floor \*

\*6.Inspect bookshelf inside Pewter Museum in the area\*

\*where you got the Old Amber, only available if you \*

\*have the other five Brock Fame Checker entries \*

\*\*\*\*\*

\*\*\*\*\*

\*Misty\* \*

\*\*\*\*\* \*

\*1.Gym Sign infront of Cerulean City Gym \*

\*2.Talk to Misty \*

\*3.Talk to the swimmer in Cerulean Gym \*

\*4.Talk to the guy near the Fuschia-side of Seafoam \*

\*Islands \*

\*5.Talk to the woman near Bill's house \*

\*6.Check bookshelf in Cerulean Pokemon Center \*

\*\*\*\*\*

\*\*\*\*\*

\*Lt. Surge\* \*

\*\*\*\*\* \*

\*1.Gym Sign infront of Vermillion City Gym \*

\*2.Talk to Lt. Surge \*

\*3.Talk to Tucker inside Vermillion City Gym \*

\*4.Talk to Tucker inside Vermillion City Gym \*

\*5.Talk to Dwayne inside Vermillion City Gym \*

\*6.Check bookshelf inside Vermillion Pokemon Center \*

\*\*\*\*\*

\*\*\*\*\*

\*Erika\* \*

\*\*\*\*\* \*

\*1.Gym Sign infront of Celedon City Gym \*

\*2.Talk to Erika \*

\*3.Talk to Lola in Celedon City Gym \*

\*4.Talk to Tamia in Celedon City Gym \*

\*5.Talk to Erika \*

\*6.Bookshelf on second floor of Celedon Mansion \*

\*\*\*\*\*

\*\*\*\*\*

\*Koga\* \*

\*\*\*\*\* \*

\*1.Gym Sign infront of Fucshia City Gym \*

\*2.Talk to Koga \*

\*3.Talk to Kirk in Fucshia City Gym \*

\*4.Talk to Charine outside of Safari Zone entrance \*

\*5.Check bookshelf inside the Warden's house \*

\*6.Talk to the man in the Area 2 Rest House \*

\*\*\*\*\*

\*\*\*\*\*

\*Sabrina\* \*

\*\*\*\*\* \*

\*1.Gym Sign infront of Fucshia City Gym \*

\*2.Talk to the boy in a house on Three Island \*

\*3.Talk to Sabrina \*

\*4.Talk to Sabrina \*

\*5.Check the bookshelf in Saffron Pokemon Center \*

\*6.Talk to Tyron in Saffron City Gym \*

\*\*\*\*\*

\*\*\*\*\*

\*Blaine\* \*

\*\*\*\*\* \*

\*1.Gym Sign infront of Cinnabar Island Gym \*

\*2.Talk to Blaine \*

\*3.Talk to Derek inside Cinnbar Island Gym \*

\*4.Talk to the woman outside Cinnabar Island Gym \*

\*5.Inspect the picture behind Blaine \*

\*6.Check the bookshelf inside Resort Gorgeous's house\*

\*\*\*\*\*

\*\*\*\*\*

\*Giovanni\* \*

\*\*\*\*\* \*

\*1.Talk to Giovanni at the Rocket Game Corner \*

\*2.Talk to the man in Silph Co. Floor 5 \*

\*3.Talk to the man in Silph Co. Floor 8 \*

\*4.Talk to Giovanni at the Viridian City Gym \*

\*5.Talk to the Gym Guy inside the Viridian City Gym \*

\*6.Talk to the Scientist inside Rocket Warehouse on \*

\*Five Island \*

\*\*\*\*\*

\*\*\*\*\*

\*Lorelei\* \*

\*\*\*\*\* \*

\*1.Talk to Lorelei \*

\*2.Talk to Lorelei \*

\*3.Talk to the man inside the Four Island Poke Mart \*

\*4.Check the bookshelf in Five Island Pokemon Center \*

\*5.Talk to girl near Lorelei's house on Four Island \*

\*6.Talk to lady near the lake on Four Island \*

\*\*\*\*\*

\*\*\*\*\*

\*Bruno\* \*

- \*\*\*\*\*
- \*1.Talk to Bruno
- \*2.Talk to Bruno
- \*3.Check bookshelf in Pokemon Fan Club in Saffron
- \*4.Talk to man inside Ember Spa on One Island
- \*5.Talk to woman on Two Island near Game Corner
- \*6.Talk to man outside Tanoby Key on Seven Island
- \*\*\*\*\*

- \*\*\*\*\*
- \*Agatha\*
- \*\*\*\*\*
- \*1.Talk to Agatha
- \*2.Talk to man standing in Indigo Plateau lobby
- \*3.Talk to man standing in Indigo Plateau lobby, only\*
- \*after beating the Elite 4 first time
- \*4.Check bookcase in Seven Island Pokemon Center
- \*5.Talk to Agatha
- \*6.Talk to lady in Six Island Poke Mart
- \*\*\*\*\*

- \*\*\*\*\*
- \*Lance\*
- \*\*\*\*\*
- \*1.Talk to Lance
- \*2.Talk to Lance
- \*3.Talk to the woman near Saffron Trainer Fan Club
- \*4.Talk to the girl on second floor of Celedon
- \*Department Store, only after beating Elite 4
- \*5.Check bookshelf in Indigo Plateau lobby
- \*6.Talk to man in Indigo Plateau lobby
- \*\*\*\*\*

- \*\*\*\*\*
- \*Bill\*
- \*\*\*\*\*
- \*1.Gary says this when Fame Checker is handed to you
- \*2.Talk to kid in Cerulean Pokemon Center
- \*3.Talk to man in house aside Fucshia Pokemon Center
- \*4.Talk to Celio on One Island
- \*5.Talk to Celio on One Island
- \*6.Talk to Celio on One Island (He says 3 things)
- \*\*\*\*\*

- \*\*\*\*\*
- \*Mr. Fuji\*
- \*\*\*\*\*
- \*1.Talk to the girl in Mr. Fuji's house
- \*2.Team Rocket Grunt in Pokemon Tower
- \*3.Inspect magazine cutout on Mr. Fuji's table
- \*4.Talk to the old man in Lavander Town Pokemon
- \*Center after beating Elite 4
- \*5.Inspect picture behind Blaine
- \*6.Check bookshelf on Cinnabar Island Pokemon Center
- \*\*\*\*\*

-----

~XVIII.Closing Words~

-----

Well, that's it for another one of my guides. There isn't much more to say

or accomplish that's left in the game. Continue raising your Pokemon for competitive internet gameplay when Diamond/Pearl swing around by, attempt grabbing those dozen stickers on Four Island, do whatever now. I'm glad you chose this guide to get the job done.

-----  
~XIX.Credits~  
-----

~\*This guide is property of me, Deathborn 668. This file is NOT to be changed under ANY circumstance unless direct permission from the author is given.\*~

Me-Wrote this guide. Wouldn't be here without it.

CJayC-Upped the contributor recognition to 4 MB. Motivation to make this guide.

Bluelink105-Told me apparently Paras are also found on the first floor of Mt. Moon

Pokemon FireRed/LeafGreen Guidebook-For those items that lie in the most unlikely to look at places, and some attacks I couldn't find otherwise.  
Thanks Nintendo.

\*If you notify me about a change in the guide on the boards and I forgot to add you here, make another topic to remind me to do so. Thanks. Or e-mail me, as that'd work better.

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